

CHAPTER 3

BASIC SCOUT SKILLS

Scouts must be expert in a number of basic skills that individually or collectively are critical during all reconnaissance and security missions. This chapter covers movement fundamentals, formations, and techniques; vehicle positions; operations in danger areas; target acquisition; and actions on contact. A thorough understanding of these vital skills and principles is important both in the scout platoon leader's mission planning process and in mission execution by the platoon and its scout teams.

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Section I. FUNDAMENTALS OF MOVEMENT

Sound tactical movement is the essence of all scout platoon operations. By seeing the enemy first and by observing undetected, scouts can retain the initiative, bring indirect fire to bear on the enemy, help larger maneuver units to maneuver and destroy the enemy, and if necessary, use direct fire to kill the enemy. The platoon leader must understand how to maneuver the platoon to accomplish his assigned mission. The guidelines in this section apply during tactical movement.

USE THE TERRAIN FOR PROTECTION

Terrain offers natural concealment from enemy observation and cover from enemy fire. Scouts must make maximum use of this natural protection to survive and accomplish their mission; avoiding enemy detection is the key. Cover should be used whenever possible, but when there is no cover, scouts should use the concealment offered by trees, shadows, brush, and man-made structures (see Figure 3-1). The crest drills illustrated in Figure 3-2 are examples of using the terrain to protect the vehicle during movement.

DISMOUNT VEHICLES

METT-T factors require scouts to dismount to enhance survivability and mission accomplishment. Vehicles that can be seen can be killed. Scouts should dismount their vehicles and use binoculars whenever enemy contact is possible and vehicle movement is not necessary. For example, during reconnaissance operations forward of a main body, scouts should dismount beyond the direct-fire range of suspected enemy positions and weapon systems. Dismounted scouts can precede the vehicle using the cover and concealment of a dismounted avenue adjacent to the mounted route. Additionally, dismounts can occupy a dismounted OP while leaving the vehicle in a hide or overwatch position. Vehicles are easily identified because of their signatures; conversely, dismounted patrols and OPs are very difficult to detect. Dismounted scouts are able to provide critical information to the commander and survive to perform subsequent unit missions.

USE ALL AVAILABLE COVER AND CONCEALMENT

Despite its obvious advantage, moving along covered and concealed routes can present disadvantages that should be considered. Speed is often reduced, and control problems increase. The possibility of being ambushed by enemy infantry increases. In most situations, these limitations must be accepted because the accuracy and lethality of long-range weapons have made exposed movement too dangerous.

AVOID SKYLINING

During mounted or dismounted movement, individual vehicles and personnel should avoid becoming silhouetted against a skyline.

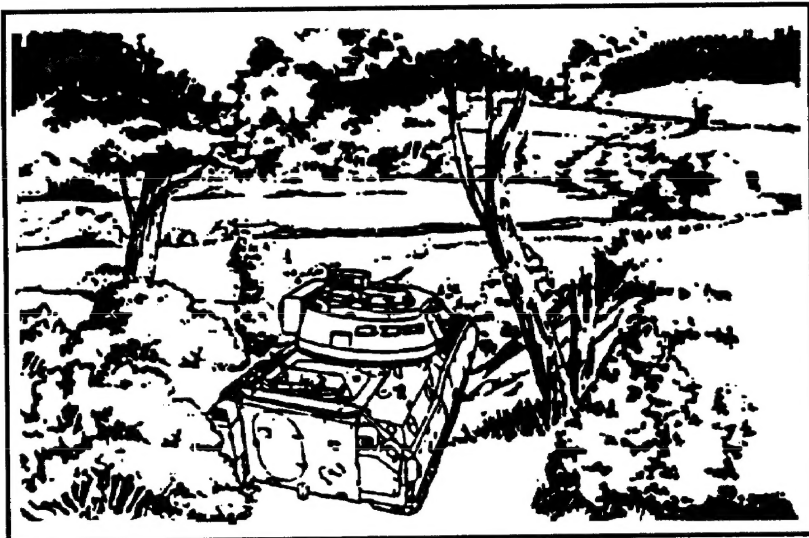
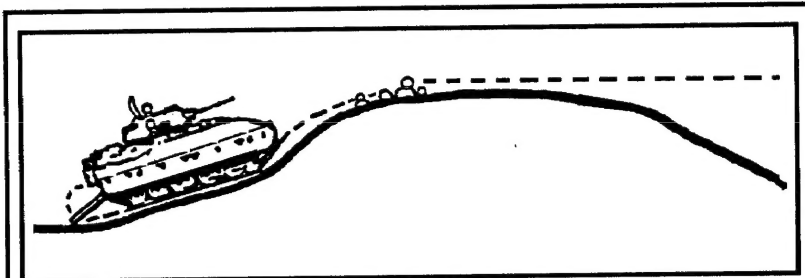
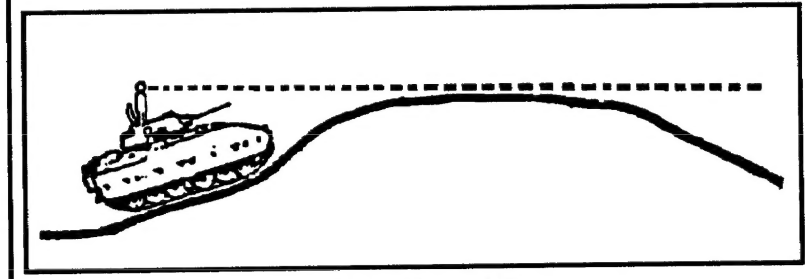


Figure 3-1. Concealment.



A. Dismounted crest drill.



B. Mounted crest drill.

Figure 3-2. Crest drills.

AVOID DIRECT FORWARD MOVEMENT

Do not move directly forward from a defilade position. Direct forward movement may enable the enemy to pinpoint the vehicle and engage it as it moves (see Figure 3-3). Instead, back up and move left or right around the previous position to get to the next position.

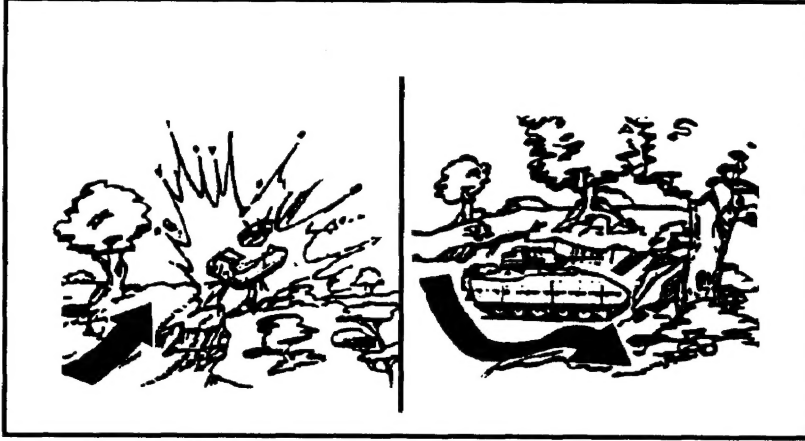


Figure 3-3. Danger of direct forward movement from a defilade position.

AVOID OPEN AREAS

Open areas must be crossed quickly, using overwatch and following the folds in the terrain. Vehicles should stop short of open areas and send dismounted scouts to a concealed position where they can observe the open area. From that position, scouts should carefully check the other side of the open area for enemy positions.

AVOID SUSPECTED ENEMY OBSERVATION SECTORS

Based on his own analysis and the IPB products he has, the scout platoon leader must consider where enemy reconnaissance assets will be focused and determine their fields of observation. The scout platoon leader can then avoid movement through these areas. This means scouts should combine proper terrain driving techniques with carefully selected routes to maximize security. The scout must be careful, however, to balance his security with his ability to observe and reconnoiter.

REDUCE VEHICLE-RELATED SIGNATURES

The major signatures emitted by the scout platform (audible, thermal, visual) can be reduced. Audible signature can be reduced simply by shutting off the vehicle and related systems, such as heaters or thermal sights, whenever the vehicle is not moving or the system is not needed. The visual and thermal signatures can be reduced in numerous ways:

- Erecting camouflage nets. This will help hide a stationary vehicle both visually and thermally; nets tied to the vehicle can reduce dust and exhaust signatures, as well as reduce the thermal signature while moving.
- Keeping side skirts down on tracked vehicles to reduce the dust signature.
- Keeping hatches closed to reduce noise and light signatures.
- Making careful precombat inspection of flashlights and dome lights to prevent white light displays at night.
- Reduce vehicle glass reflection from periscopes and windows by removing, covering, or camouflaging them (placing a net over the windshield, for example).

AVOID POSSIBLE KILL ZONES

Large open areas, especially those dominated by high ground or by terrain that affords the enemy cover and concealment, are likely kill zones and should be avoided (see [Figure 3-4](#), page 3-6). Obvious avenues of approach into enemy positions will probably be covered by long-range fire. Conspicuous landmarks such as crossroads, lone buildings, and hilltops should be avoided because they attract enemy attention. They are also likely to have artillery registered on them or to be covered by direct-fire weapons. Obvious bypass routes of obstacles must also be avoided or examined carefully; they may have been intentionally left open to draw friendly forces into a kill zone or ambush.

Section II. VEHICLE POSITIONS

Between moves or while occupying an overwatch position, a scout vehicle occupies one of three hasty positions: hide, turret-down, or hull-down. The scout vehicle approaches the intended location from the rear along a covered route and occupies the desired position at the commander's direction.

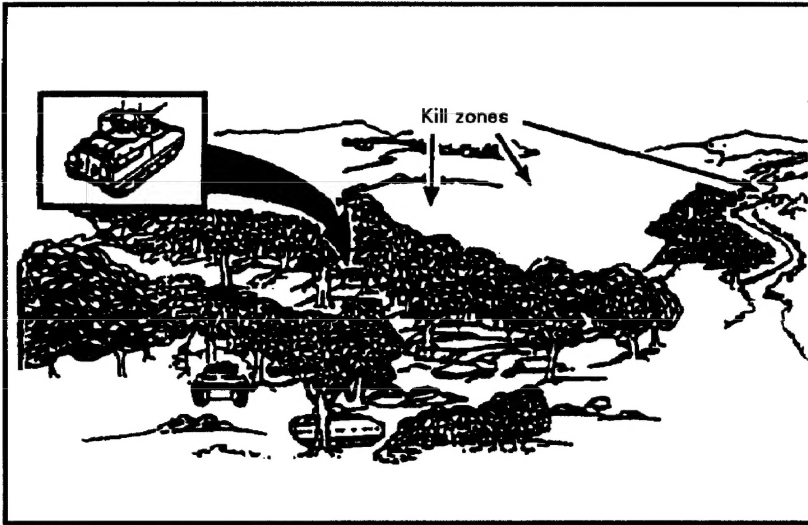


Figure 3-4. Possible kill zones.

HIDE POSITION

The vehicle commander hides the vehicle so that no part is exposed to the front. A dismounted observer must maintain visual contact with the assigned sector. This position is used when enemy engagement is not imminent and stealth is desired or when a vehicle is moving to avoid direct fire from an undetected enemy (see [Figure 3-5](#)).

TURRET-DOWN POSITION

The vehicle commander halts the vehicle when the entire vehicle is behind cover but the commander can still observe the assigned sector from his position (see [Figure 3-6](#)). This position is used when enemy engagement is imminent but stealth is still desired. When engagement is required, the vehicle moves into a hull-down position at the direction of the vehicle commander.

HULL-DOWN POSITION

The commander halts the vehicle as soon as the gunner can view and engage the target area. The rest of the vehicle remains behind cover (see [Figure 3-7](#), page 3-8). This position is used to engage an enemy element.

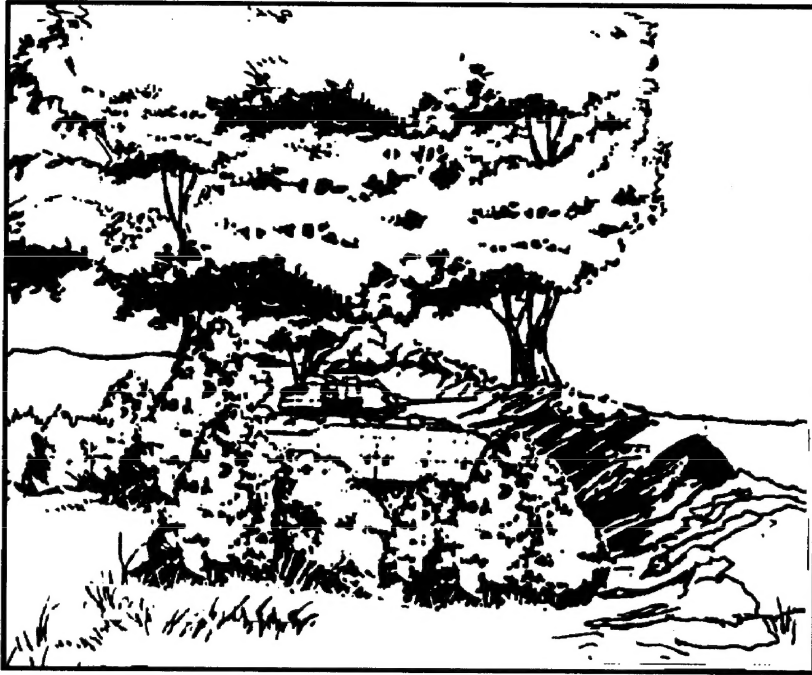


Figure 3-5. Hide position.

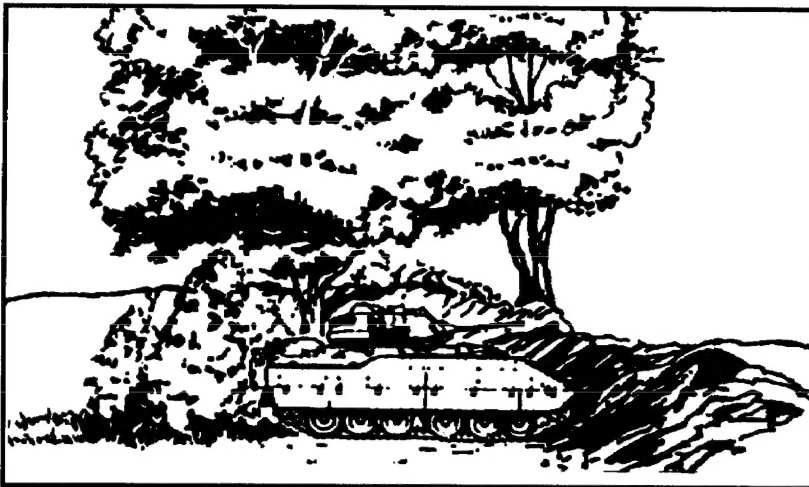


Figure 3-6. Turret-down position.

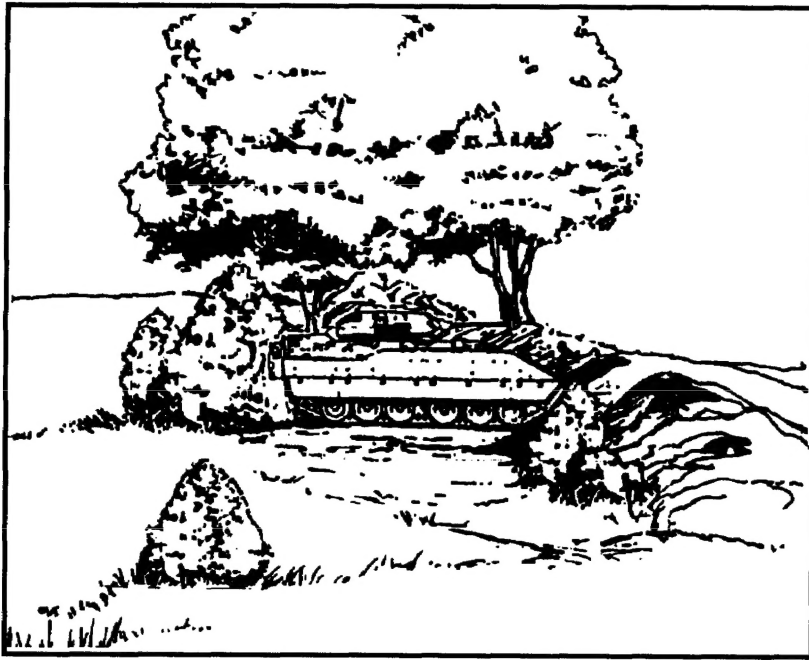


Figure 3-7. Hull-down position.

Platoons that are equipped with the HMMWV will use the hide and hull-down positions as required. In the hull-down position, only the vehicle gunner and weapon system are exposed (see [Figure 3-8](#)).

Section III. FORMATIONS

The platoon uses formations to facilitate positive command and control by the platoon leader, to increase speed in execution, and to reduce confusion. Formations provide a standard position for each team or squad in relation to other elements. Unlike the infantry or armor platoon, the scout platoon does not normally use formations to execute its tactical reconnaissance or security missions. This is because the platoon's primary maneuver element, the scout team, rarely maneuvers within mutually supporting distance of other teams. Rather, formations in the scout platoon are most often used in the execution of operations when enemy contact is not expected.

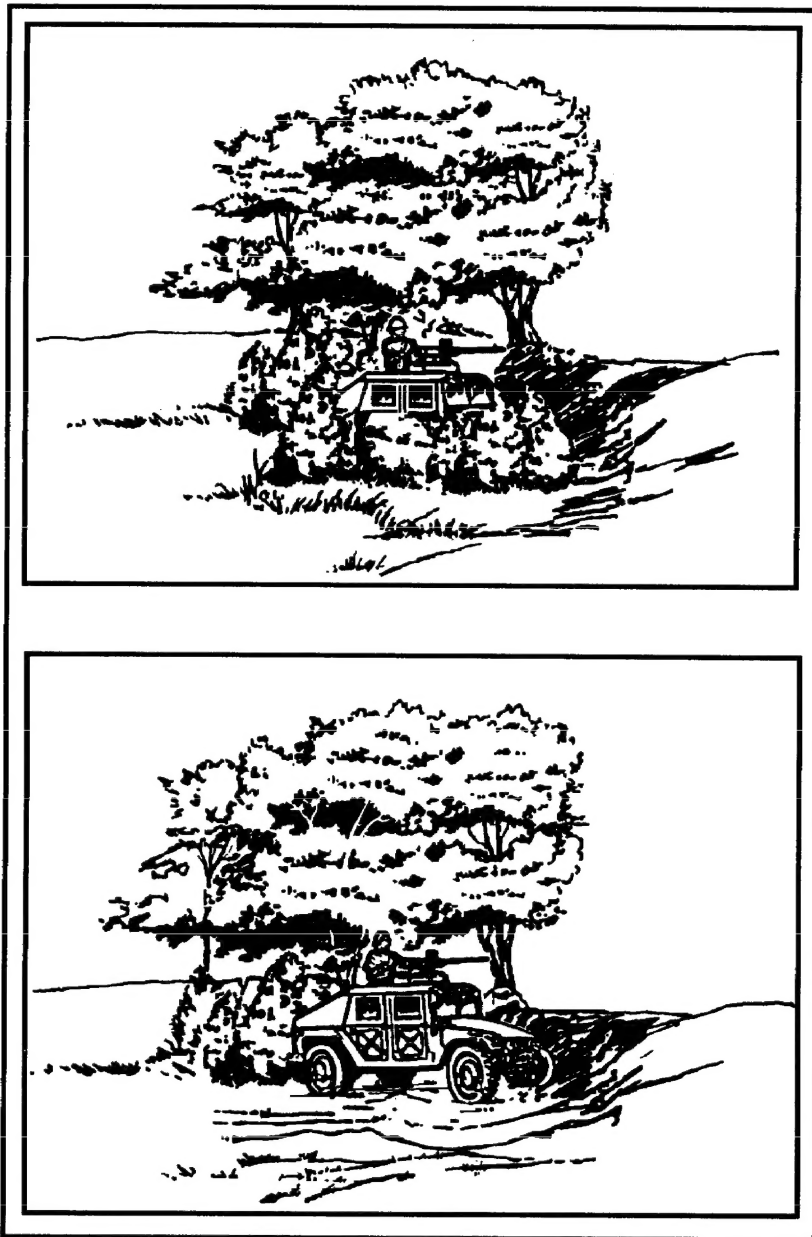


Figure 3-8. HMMWV hide and hull-down positions.

CFV SCOUT PLATOON

The CFV scout platoon most often uses formations at the platoon level when operating behind the FEBA where enemy contact is not expected. It may, however, employ combat formations when terrain supports their use, such as in desert operations; when the mission or reconnaissance objective is very focused, such as in a route reconnaissance; or when the platoon is participating in the combat mission of a higher headquarters, such as movement to contact or hasty attack. Normally, platoon formations are not appropriate to the execution of a reconnaissance or security mission. There are six CFV platoon formations: line, vee, column, staggered column, coil, and herringbone. Movement into and out of the various formations must be second nature to each squad. Formations are intended to be flexible and to be modified to fit the situation, terrain, and combat losses; they do not have exact geometric dimensions and design.

Line

This formation can be used regardless of the platoon organization and is applicable to most scout platoon missions. It allows the platoon to cover the most ground systematically, with maximum reconnaissance forward. (See Figure 3-9.)

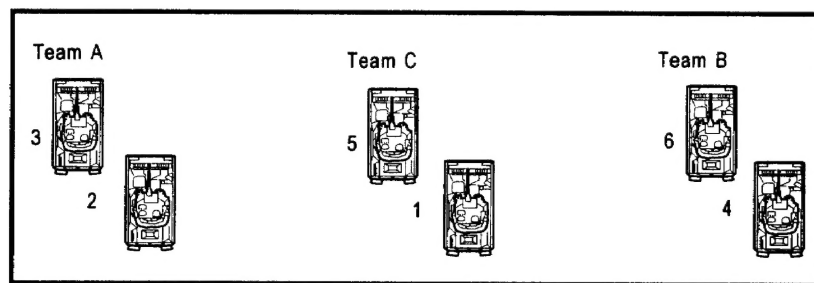


Figure 3-9. Three-team platoon line formation.

Vee

This formation uses the three-team organization. The platoon maintains relative positioning based on terrain and combat losses. The vee lends itself to immediate mutual support and provides depth; it is very flexible. Using any of the techniques of movement, the two forward teams perform all of the information gathering and reporting. The rear team provides overwatch and command and control. (See Figure 3-10.)

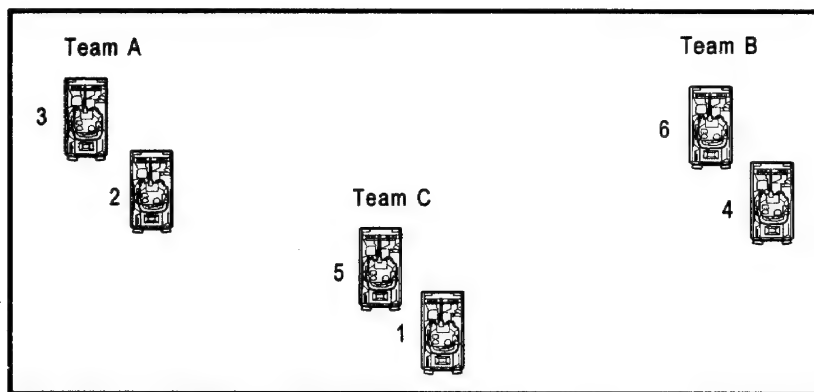


Figure 3-10. Three-team platoon vee formation.

Column

The platoon uses the column formation when speed is essential as it moves on a designated route (see Figure 3-11). The column offers protection to the flanks, but little to the front and rear. Normally, the platoon leader briefs the team leaders on the route and speed and allows the lead team to lead the column movement. This frees the platoon leader to concentrate on the subsequent mission, enhancing command and control. It does not, however, relieve him of the responsibility of tracking the move on his map. The order of march may depend on which organization the platoon will use at the end of the movement; in addition, the lead team can be adjusted based on METT-T considerations. When conducting movements in a secure area, an SOP order of march is appropriate.

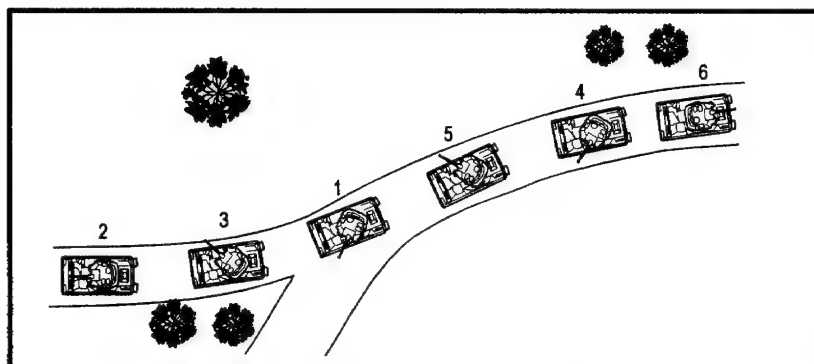


Figure 3-11. Platoon column formation.

Staggered column

The staggered column is used for rapid movement across open terrain. It affords all-around observation and fields of fire. Figure 3-12 shows the platoon in the staggered column in a two-team organization with Alpha team leading.

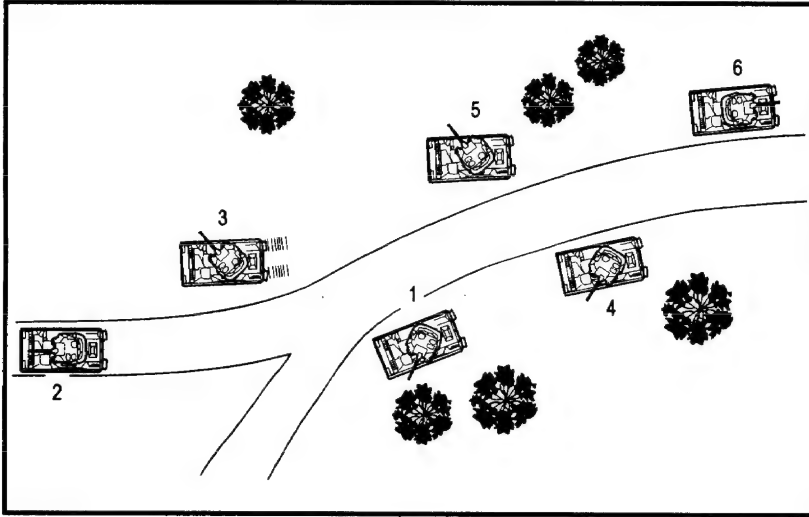


Figure 3-12. Platoon staggered column formation.

Coil

The platoon coil is used to provide all-around security during halts. Each vehicle has a particular position to occupy in the coil. The orientation of the coil is designated by the platoon leader using a cardinal direction; in the absence of orders, the direction of travel becomes 12 o'clock. Platoons must develop a coil SOP based on their mission essential task list (METL), war plans, and most frequently used organizations. The coil SOP should be practiced as a drill so that correct execution becomes automatic.

The coil is always executed from the column or staggered column, with the platoon using the six-vehicle organization. The lead vehicle occupies the 12 o'clock position. The other vehicles will occupy the 2, 10, 4, 8, and 6 o'clock positions in accordance with the order of march. The vehicles will be 100 to 150 meters apart. An example is illustrated in [Figure 3-13](#).

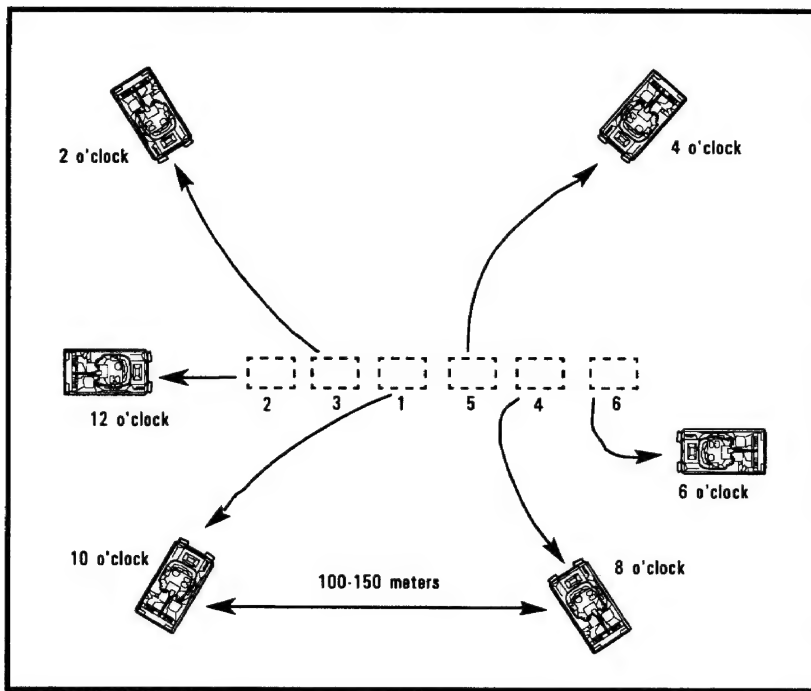


Figure 3-13. Example CFV platoon coil formation.

Herringbone

The herringbone is used to provide 360-degree security during a temporary halt from a march column (see [Figure 3-14](#), page 3-14). The formation may be widened to permit passage of vehicles down the center of the column. All vehicles should move completely off the road if terrain allows.

Team Formations

When the platoon operates in the two-team configuration with three vehicles in a team, the individual teams can adopt their own formations. [Figure 3-15](#) (page 3-14) illustrates the two three-vehicle team formations: wedge and vee. The wedge formation provides maximum security overmatching the reconnoitering vehicle forward. The vee formation provides maximum reconnaissance forward and speeds the rate of reconnaissance while using a single vehicle for overwatch.

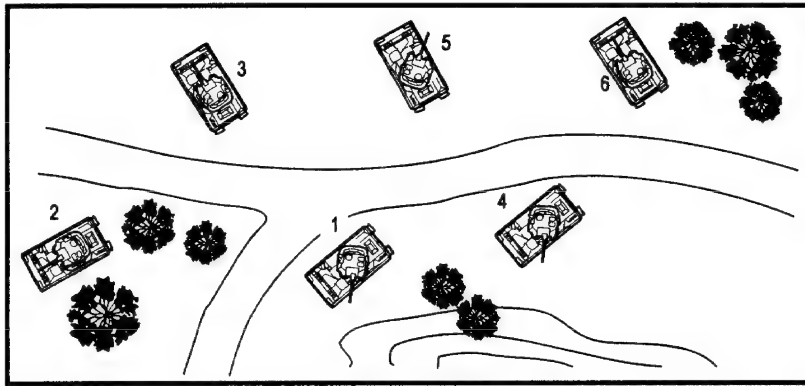


Figure 3-14. Platoon herringbone formation.

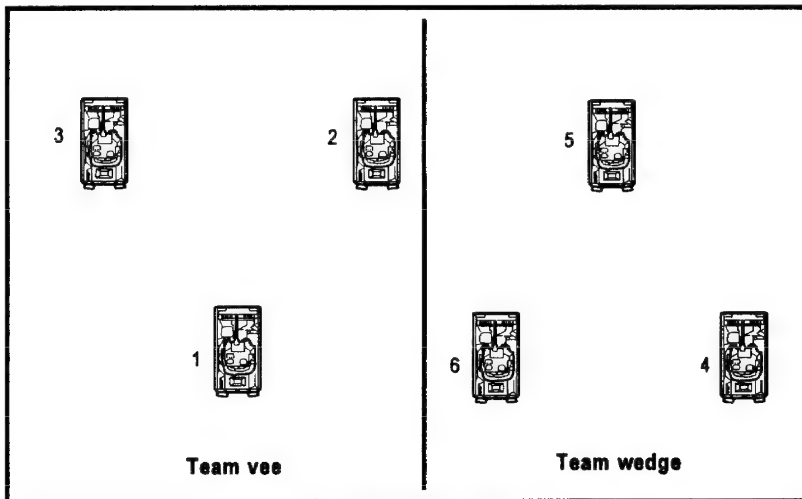


Figure 3-15. Team wedge and vee formation.

HMMWV SCOUT PLATOON

Although the HMMWV scout platoon has a greater number of vehicles, it relies on the same basic formations as the cavalry scout platoon to accomplish its mission. Unlike the CFV scout platoon, the HMMWV scout platoon should not be employed in combat missions such as hasty attack or movement to contact; therefore, it is even less likely than the CFV platoon to use platoon formations forward of the FEBA.

Line

The line formation has three variants: two teams on line; three teams on line; and four teams on line. The line formation is used when the width of the assigned sector requires maximum reconnaissance assets to be employed forward.

Vee

Used only in a three-team organization, it is ideal for the conduct of reconnaissance along one route.

Column

This formation is used when speed is essential as the platoon relocates on a designated route. This formation offers protection to the flank, but little to the front. The order of march depends greatly on METT-T considerations.

Staggered column

The staggered column formation is used for rapid movement across open terrain. It provides the platoon with all-around observation and fields of fire.

Coil

The coil formation is used for extended halts. It provides the platoon with 360-degree observation and fields of free. The coil is always executed from either the column or staggered column formation. The platoon uses the four-team organization.

The lead team assumes the 12 o'clock position (the direction of travel). The Bravo, Charlie, and Delta teams occupy the 3, 9, and 6 o'clock positions, respectively, facing in the appropriate direction. There will be 50 to 100 meters between team vehicles. Interval between teams will be 100 to 200 meters (terrain-dependent). The headquarters element occupies the center of the formation.

[Figure 3-16](#) illustrates a version of the coil (see page 3-16). Each platoon must have its own SOP for the formation based on its METL, war plans, and most common organization; it should practice the SOP as a drill to ensure correct execution.

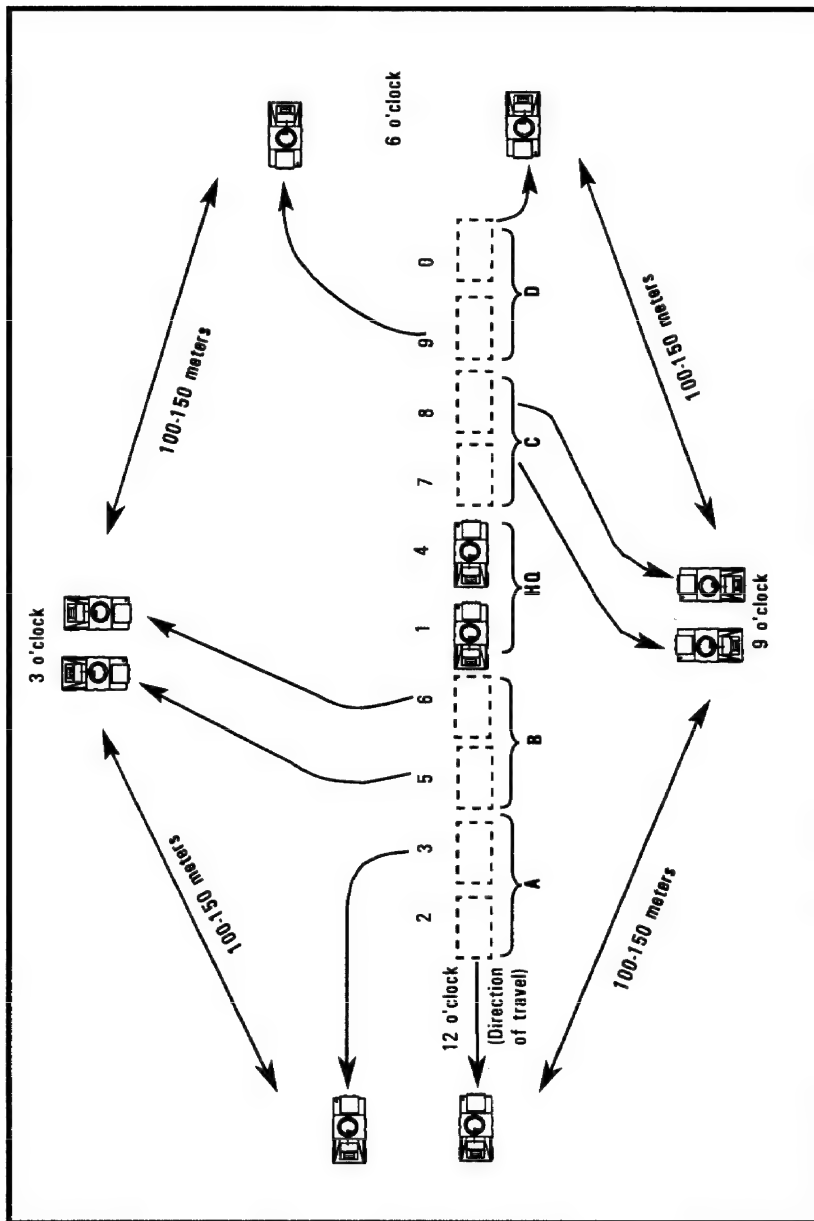


Figure 3-16. Example HMMWV platoon coil formation.

Herringbone

This formation is used for temporary halts from the march column. It provides the platoon with 360-degree observation and fields of fire.

Team Formations

The scout team is the basic maneuver element of the HMMWV scout platoon. The team frequently consists of three or more vehicles; when this occurs, the team will adopt a formation appropriate to the mission based on the team or platoon leader's METT-T analysis. The two basic formations available to the team leader are the wedge and the vee (see Figures 3-17 and 3-18). With a three-vehicle team, the wedge provides maximum security to the leading vehicle. With a four-vehicle team, it provides good security and maximum protective fires to the flanks of the bounding vehicles. In the vee formation, a three-vehicle team can accomplish movement and reconnaissance relatively quickly, but security is reduced. In a four-vehicle team, the vee formation provides maximum protective fires forward of the bounding vehicles.

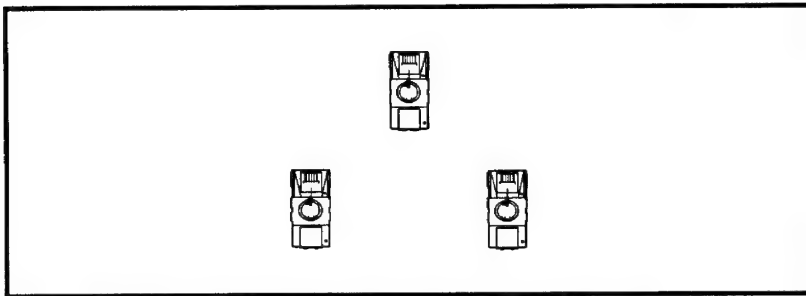


Figure 3-17. Three-vehicle team wedge formation.

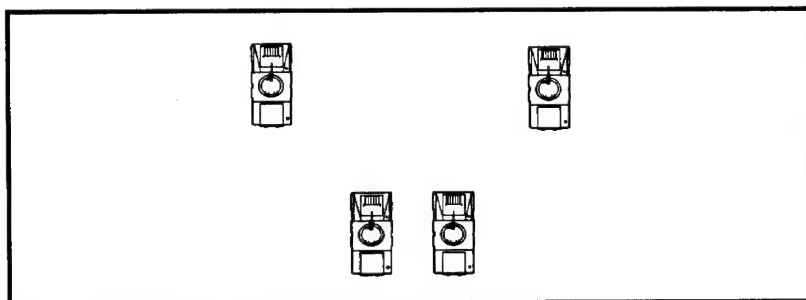


Figure 3-18. Four-vehicle team vee formation.

Section IV. MOVEMENT TECHNIQUES

Movement techniques are designed to minimize the platoon's exposure to enemy fire and to place the platoon in a good position to react to enemy contact. However, movement techniques alone are not enough. Scouts must make maximum use of all available natural cover and concealment when moving. Scouts must not become vehicle-bound. They should dismount to improve observation, prevent enemy detection, and provide security. Effective use of movement techniques should result in the scout making contact with the smallest platoon element: the dismounted scout.

Three techniques of movement are employed on the battlefield: traveling, traveling overwatch, and bounding overwatch. They provide a standard method of movement, but the scout must use common sense in employing them as he performs his missions and encounters different situations. The decision of which technique to use is based on terrain considerations and whether enemy contact is not likely (traveling), possible (traveling overwatch), or expected (bounding overwatch).

In the conduct of most tactical missions, the scout platoon will move as separate teams under the command and control of the platoon leader. Traveling overwatch and bounding overwatch, therefore, are most often executed at the team level. Traveling, which is usually employed behind the FEBA, is used equally at the team and platoon levels.

Regardless of which technique is used, the scout team leader gives the team an order explaining what each squad will do. This becomes more critical as the likelihood of enemy contact increases. If possible, the team leader should tell and show his squads—

- The enemy situation as he knows or suspects it to be.
- The next overwatch position (objective for the bounding element).
- The route of the bounding element to that position.
- What he wants the team to do after the bounding element gets to the next position.

TRAVELING

In this technique, the lead and trail elements move together as a unit. It is the fastest but least secure movement technique. It is used when speed is important and enemy contact is not likely. Movement is continuous, and interval and dispersion are maintained between squads as terrain and weather permit. The platoon does not intend to engage in combat, but it is dispersed to prevent destruction in case of unexpected-a; or ground attack. When using this technique, the platoon could be in a column formation or dispersed in its other formations (see Figure 3-19).

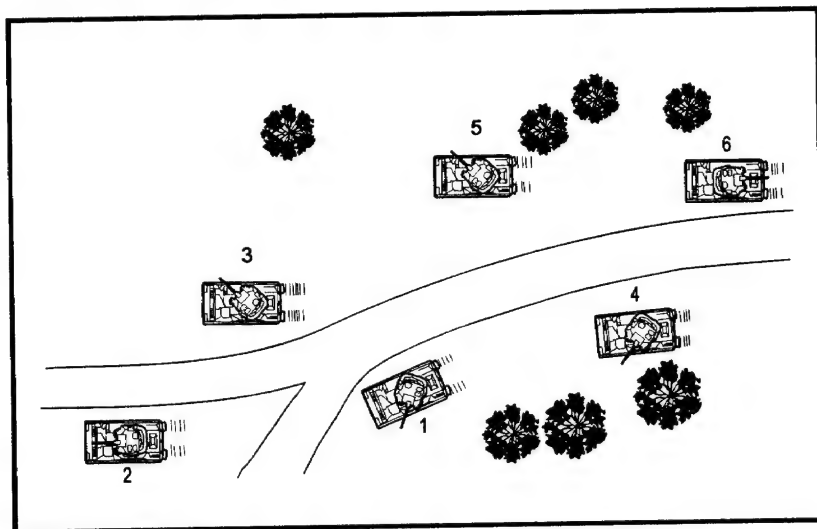


Figure 3-19. Platoon traveling using staggered column.

TRAVELING OVERWATCH

Traveling overwatch is used when contact is possible but speed is desirable (see [Figure 3-20](#), page 3-20). The lead element moves continuously along the best covered and concealed routes for protection from possible enemy observation and direct fire. The trail element moves at variable speeds, continuously overwatching. It normally maintains contact with the lead element and may stop periodically for better observation. The trail element tries to stay one terrain feature behind the lead element but close enough to provide immediate suppressive fire and to maneuver for support. It must, however, be far enough to the rear to avoid contact with the same enemy force that is engaging the lead element.

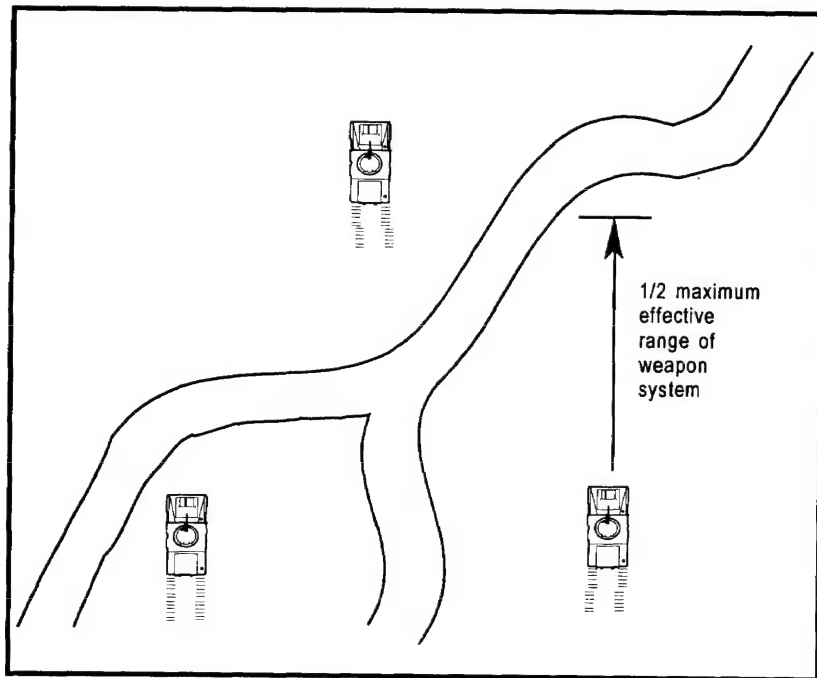


Figure 3-20. Team wedge using traveling overwatch.

BOUNDING OVERWATCH

In bounding overwatch, the trail element occupies a good covered and concealed position to overwatch the lead elements. This is the slowest but most secure movement technique. While one element moves, another is always stopped in position to overwatch the bounding element. Bounding overwatch is used when enemy contact is expected; it should always be used when time is available regardless of the likelihood of enemy contact. It provides for immediate, direct suppressive fire on an enemy force that engages the bounding element with direct fire. For example, a three-vehicle team uses the vee formation with bounding overwatch. The lead elements advance to a point (first move) where they can support the advance of the overwatch element (see [Figure 3-21](#)). On signal, the overwatch element moves forward to a position abreast of the lead elements (second move) and halts. During its move, it is overmatched by both lead elements. The lead elements then move forward, secured by overwatch. Maximum use is made of folds of the earth and concealment to mask movement from likely enemy positions.

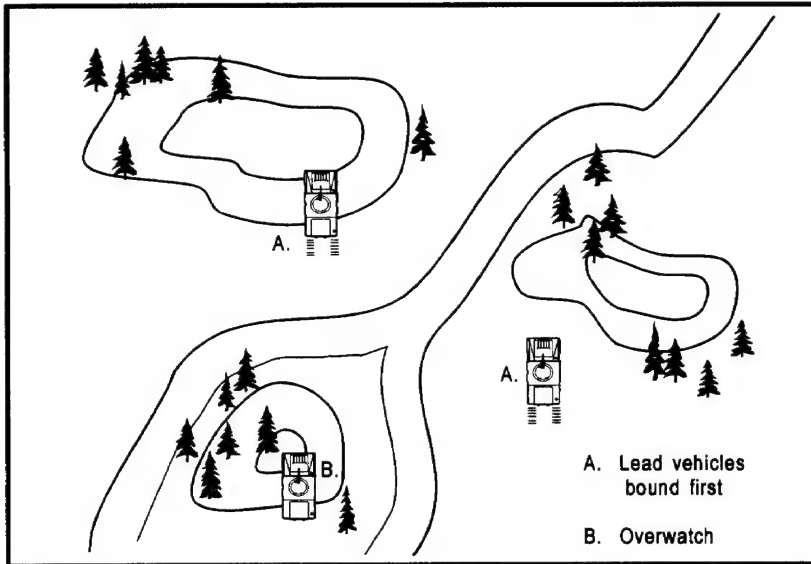


Figure 3-21. Team vee using bounding overwatch.

MOVE SET TECHNIQUE

This method of movement is simply an organized way of controlling the team when it moves in bounding overwatch. Set means that the element has arrived at its destination and has occupied a position from which it can observe to its front. As illustrated in the following paragraphs and [Figures 3-22A through 3-22C](#), the technique allows for an absolute minimum of radio transmissions, positive control by the team leader, and maximum security within the team. Preferably, the team leader uses hand-and-arm signals within the team for command and control. If the team leader must use the radio, squad leaders should keep their radios on the lowest possible power setting to reduce their signature and interference on the platoon net.

In this example, the three-vehicle team is in the vee formation and is moving through its zone. The team leader has decided to use bounding overwatch as his movement technique. He calls the lead elements and tells them to move forward to checkpoints D and T (see [Figure 3-22A](#), page 3-22):

“RED 2 AND RED 3—THIS IS RED 4—MOVE DELTA
AND TANGO—OVER.”

The lead elements respond:

“RED 4—THIS IS RED 2—WILCO—OUT.”

“RED 4—THIS IS RED 3—WILCO—OUT.”

The lead elements move up to checkpoints D and T and, once set in position and observing to the front, report:

“RED 4—THIS IS RED 2—SET DELTA—OVER.”

“RED 4—THIS IS RED 3—SET TANGO—OVER.”

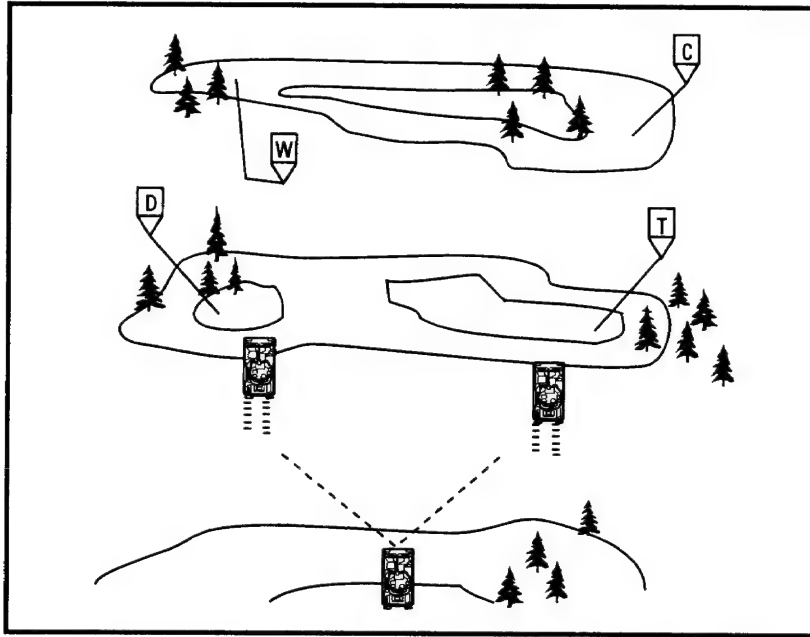


Figure 3-22A. Lead elements move to checkpoints D and T.

The team leader, who is providing overwatch, then calls the lead elements to advise them he is moving to a position on line with them between checkpoints D and T (see Figure 3-22B):

“RED 2 and 3—THIS IS RED 4—MOVING TANGO—OUT.”

The overwatch element moves forward and, once set in position and observing to the front, reports:

“RED 2 and 3—THIS IS RED 4—SET TANGO-OVER.”

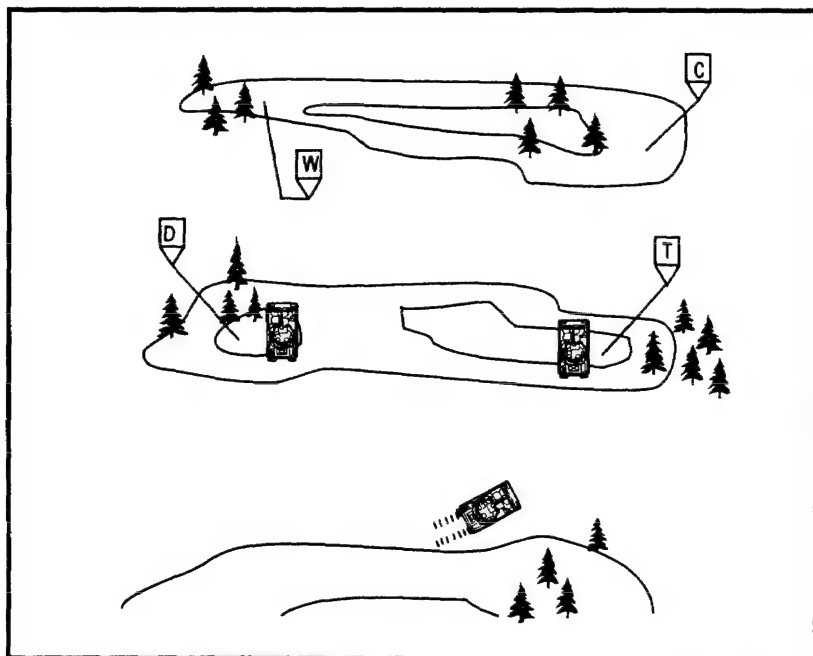


Figure 3-22B. Overwatch moves on line with lead elements.

Prepared to overwatch, the team leader can start the process again (see Figure 3-22C, page 3-24):

“RED 2 AND RED 3—THIS IS RED 4—MOVE WHISKEY AND CHARLIE-OVER.”

The lead elements respond:

“RED 4—THIS IS RED 2—WILCO—OUT.”

“RED 4—THIS IS RED 3—WILCO—OUT.”

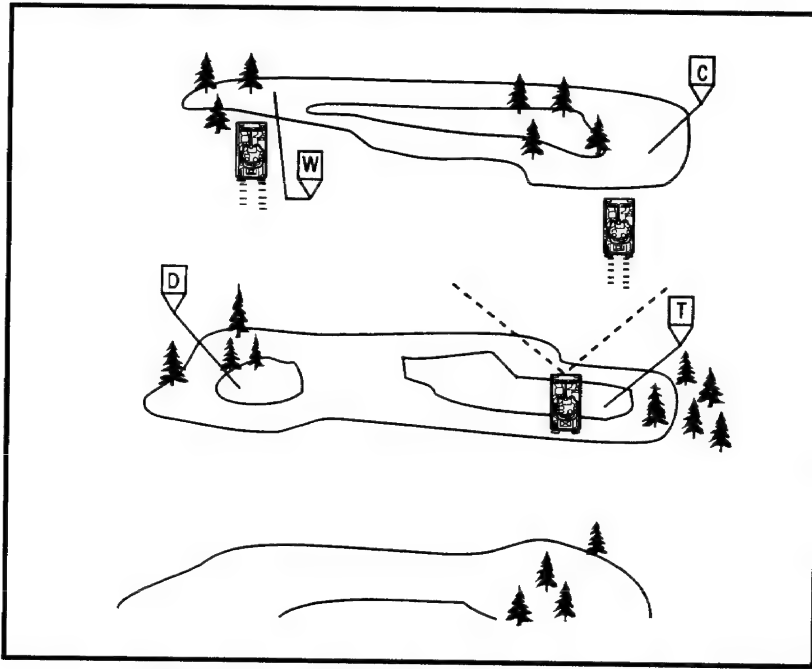


Figure 3-22C. Lead elements bound to the next position.

This method of controlling bounding overwatch within the scout team can be used regardless of the platoon organization. In this example, the team bounded with both lead elements simultaneously. Another acceptable variation would be to bound each of the two lead vehicles in succession, not bounding the second until the first had completed its bound. This is obviously slower but more secure. When terrain permits teams to be mutually supporting (such as in desert terrain) and other METT-T factors are favorable, the platoon leader can use this technique to control bounding by teams. In such a situation, the scout teams would not be operating independently, but rather would be directly controlled, and their movement coordinated, by the platoon leader.

Section V. DANGER AREAS

During the execution of reconnaissance and security missions, scouts will encounter specific types of terrain or features that expose them to enemy fire.

These areas are likely points of enemy contact due both to the vulnerability of the scout and to the cover, concealment, and observation offered to the enemy. These areas should be identified and highlighted when the platoon leader performs his map reconnaissance during troop-leading procedures. Once these areas are identified, the scout can employ specific reconnaissance methods and movement techniques to move through them quickly and with maximum security.

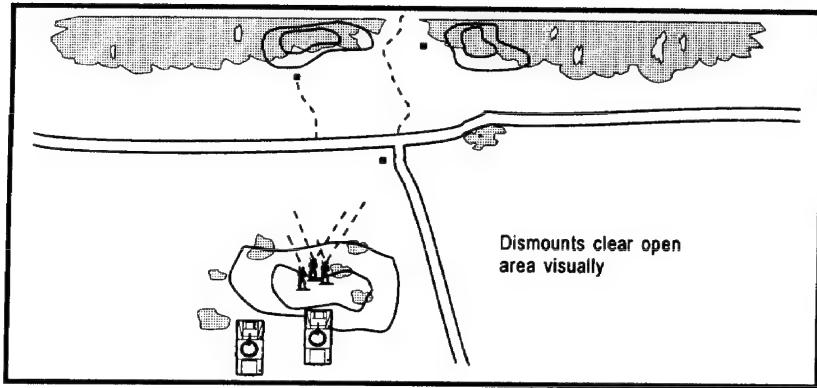
OPEN AREAS

Open areas frequently afford the scout the opportunity to observe the enemy from long ranges. Conversely, they often require that the scout be exposed to possible enemy observation and fire for long periods of movement. Therefore, the platoon must make maximum use of the terrain and employ effective observation techniques to avoid exposing itself to a well-concealed and camouflaged enemy.

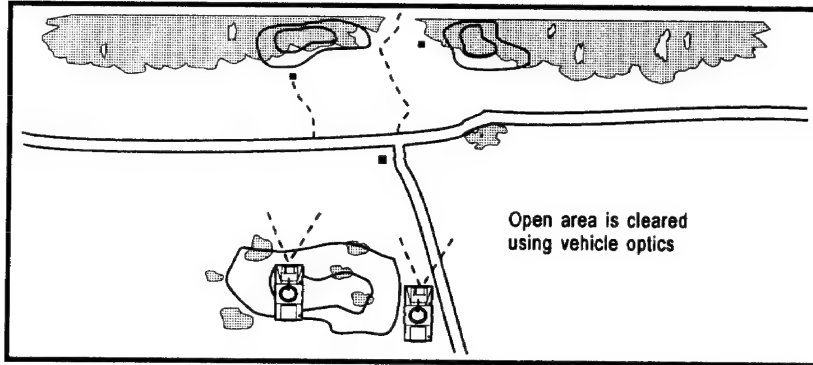
Before moving across a large open area, the scout must make a thorough visual scan of the area. This should be done both dismounted and mounted, using all available optics (see [Figures 3-23A and 3-23B, page 3-26](#)). This scan focuses not only on finding potential enemy positions, but also on locating covered and concealed routes for bounding and a covered and concealed position to move to. If time and terrain permit, dismounted scouts may be used to move to the far side of the open area and secure it. In very large open areas, use of dismounts may not be feasible because of the distances between covered and concealed positions.

Once the area has been cleared using visual means and/or dismounts, the scout team moves across it. The scouts use bounding overwatch because of the likelihood of enemy contact. If the open area is very large, the overwatch vehicle should only remain stationary until the bounding vehicle has moved a distance equal to half the effective range of the overmatching vehicle's weapon system. When that point is reached, the overwatch vehicle must move out, even if the bounding vehicle has not yet reached a position of cover and concealment.

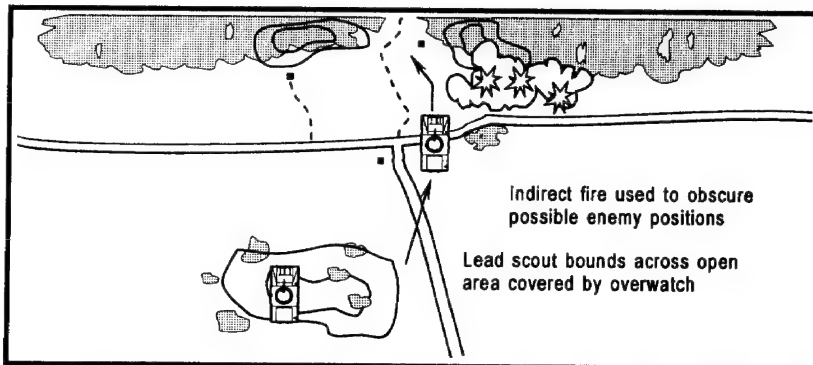
When moving across large open areas where cover and concealment are limited, the scouts should consider the use of reconnaissance by indirect or direct fire to provide additional security as they move (see [Figure 3-23C, page 3-26](#)). Additionally, indirect fire can provide concealment, with smoke either used alone or mixed with suppressive fires. However, using smoke is feasible only for limited periods because of Class V supply restrictions on supporting mortar or artillery units.



A



B



C

Figure 3-23. Crossing open areas.

WOODED AREAS

Wooded areas provide a high degree of concealment to forces that occupy them, particularly infantry. They must be approached and moved through with extreme caution. Visibility within wooded areas is very limited; therefore, reconnaissance of wooded areas is confined primarily to trafficable routes and trails through the forest. In densely wooded areas, mounted scouts are extremely vulnerable to dismounted enemy forces that can close on them undetected.

Scouts should use available terrain to scan the wooded area before entering (see [Figure 3-24A](#), page 3-28). They should search for movement, reflections, smoke, and any irregular shapes or colors indicating camouflage. Whenever possible, the entire woodline should be reconnoitered with dismounts prior to mounted movement to the wooded area.

The scout team should move mounted to the wooded area using bounding overwatch. Once both vehicles are set inside the woodline (approximately 100 to 200 meters), engines will be shut off, dismounted security maintained, and a listening/security halt conducted (see [Figure 3-24B](#), page 3-28). Crewmen who have CVCs will remove them. Radio speakers will be turned off. The halt will last approximately one to two minutes, with 360-degree security maintained throughout. These halts must be conducted at regular intervals while moving through the wooded area (approximately every kilometer).

During movement through a wooded area, scouts should move using traveling overwatch (see [Figure 3-24C](#), page 3-29). This technique is appropriate because of the extremely short fields of view and the danger of dismounted ambush. Scout vehicles are most vulnerable in wooded areas when they are stopped, so halts should be kept to a minimum. Exposed scouts should maintain minimum silhouette in their vehicles because of the danger from close-in snipers and ambush. Scouts may encounter small clearings, buildings, or hills while moving through a wooded area. Each must be treated as a separate task. Small clearings may require crossing in the same manner as a large open area. Isolated buildings must be checked by dismounted scouts. Hills and curves must be approached cautiously; any dead space must be cleared by dismounted scouts.

Before leaving a wooded area, scouts must clear the open area to the front (see [Figure 3-24D](#), page 3-29). They stop inside the woodline (ensuring they are still within the shadow line of the woods). Engines are turned off, and dismounted scouts move to the edge of the wooded area to observe. If the area is determined to be clear, vehicles are brought forward to observation positions. As the dismounts mount, the vehicles use their optics to again visually clear the open area. Once this is completed, the scouts resume movement using their chosen movement technique.

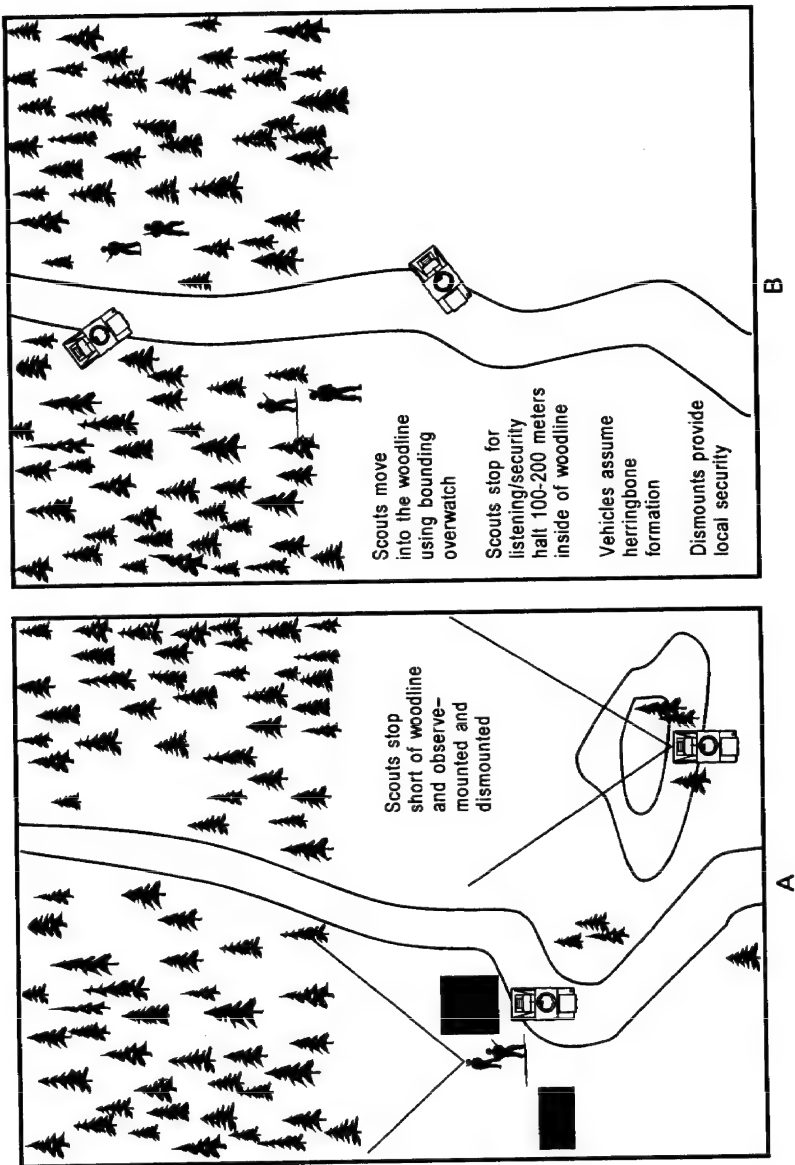


Figure 3-24. Moving through wooded areas.

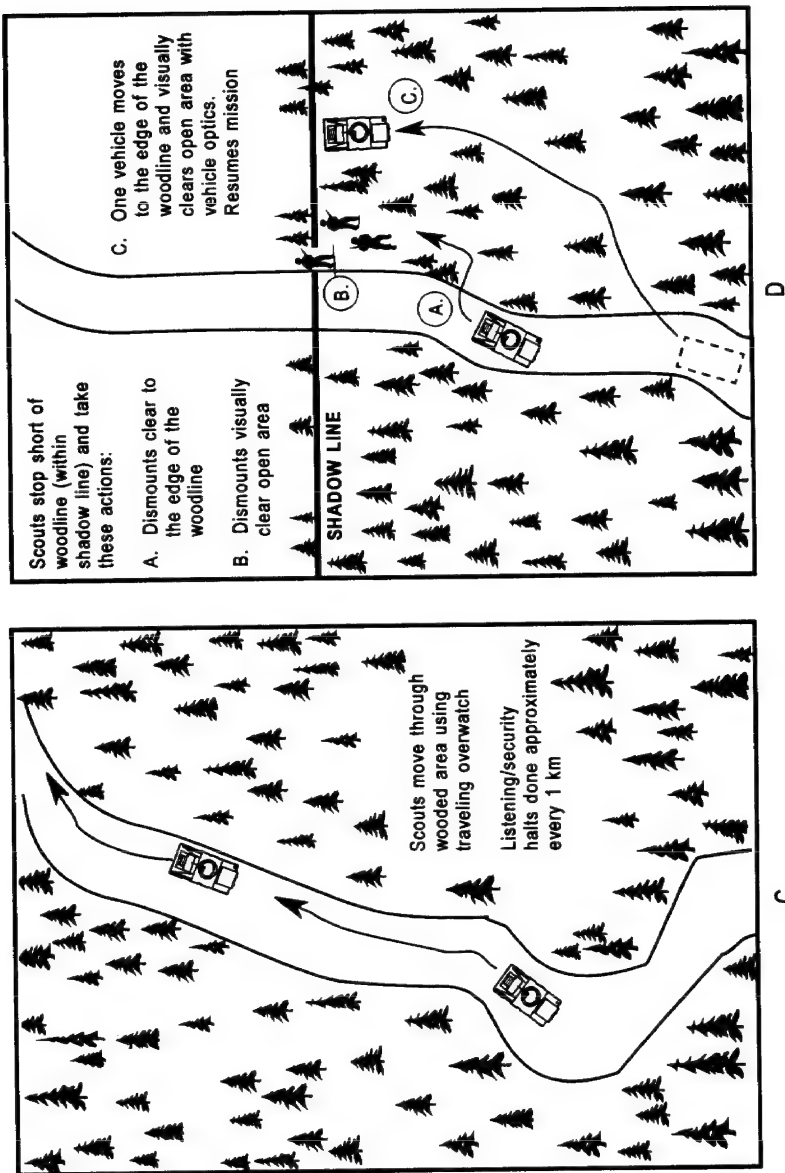


Figure 3-24. Moving through wooded areas (continued).

BUILT-UP AREAS

Towns and villages are built-up areas and are very dangerous. Troops can be garrisoned in villages, snipers can dominate approaches, and buildings and roads can be mined and booby-trapped. Cover and concealment are abundant, and it is easy for the enemy to remain undetected until he is at very close range. Built-up areas are ideal for effective ambush by small numbers of infantry. Whenever possible, scouts should reconnoiter built-up areas from a distance and then bypass them. Detailed reconnaissance of built-up areas is beyond the capability of the scout platoon.

Although scouts should bypass towns and villages whenever possible, they may sometimes be required to execute a hasty reconnaissance. They must always remember that this is a very dangerous task, especially if the enemy is occupying the built-up area in strength, and take steps to counter the dangers. Scouts should observe the town from a distance (see [Figure 3-25A](#)). They look for movement and evidence of enemy occupation, including track marks on pavement; lack of civilian activity; and sandbags, stakes, timber, intentional building damage, or any other sign of prepared fighting positions and obstacles. The scouts should attempt to observe the area from multiple vantage points. If the area appears clear, scouts move through it using traveling overwatch, ensuring that vehicles remain in mutual support and maintain 360-degree security. A listening/security halt should be conducted just inside the edge of the built-up area and periodically thereafter (see [Figures 3-25B](#) and [3-25C](#) pages 3-31 and 3-32, respectively).

Dismounts can be used to clear major intersections and provide security during halts. The scouts do not have the manpower or time to clear buildings, but they can be used for limited search and secure tasks as needed to support the movement of the mounted element or a particular reconnaissance mission. Vehicle-mounted crews must reduce their silhouette to a minimum when moving through a town. Once in the town, all scouts must be alert to additional signs of enemy activity, including tactical markings or signaling devices, antennas, spent shell casings and pyrotechnics, and damage to buildings and streets.

As they approach the far side of the town, the scouts should stop short and move dismounts to the edge of town (see [Figure 3-25D](#), page 3-32). The dismounts will secure the local area and observe the open area beyond the town. When this has been completed, the vehicles will come forward and continue to observe from covered and concealed positions while the dismounted elements mount. The team is prepared to continue its mission.

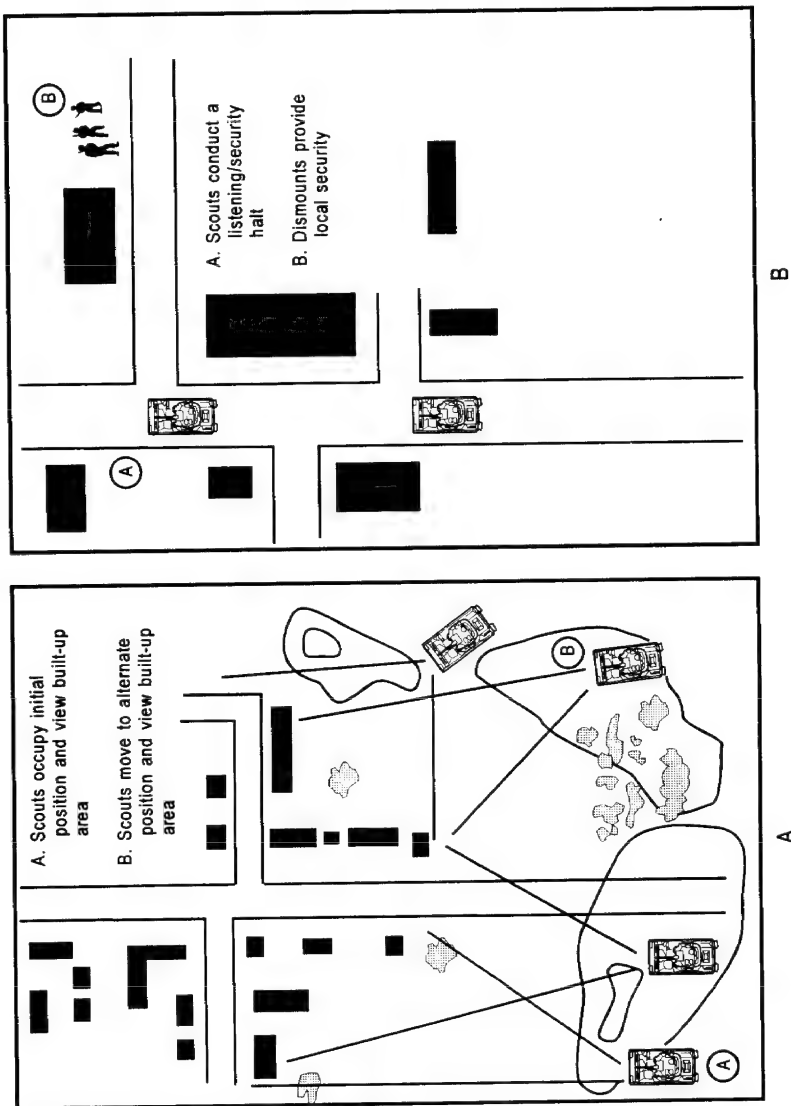


Figure 3-25. Moving through built-up areas.

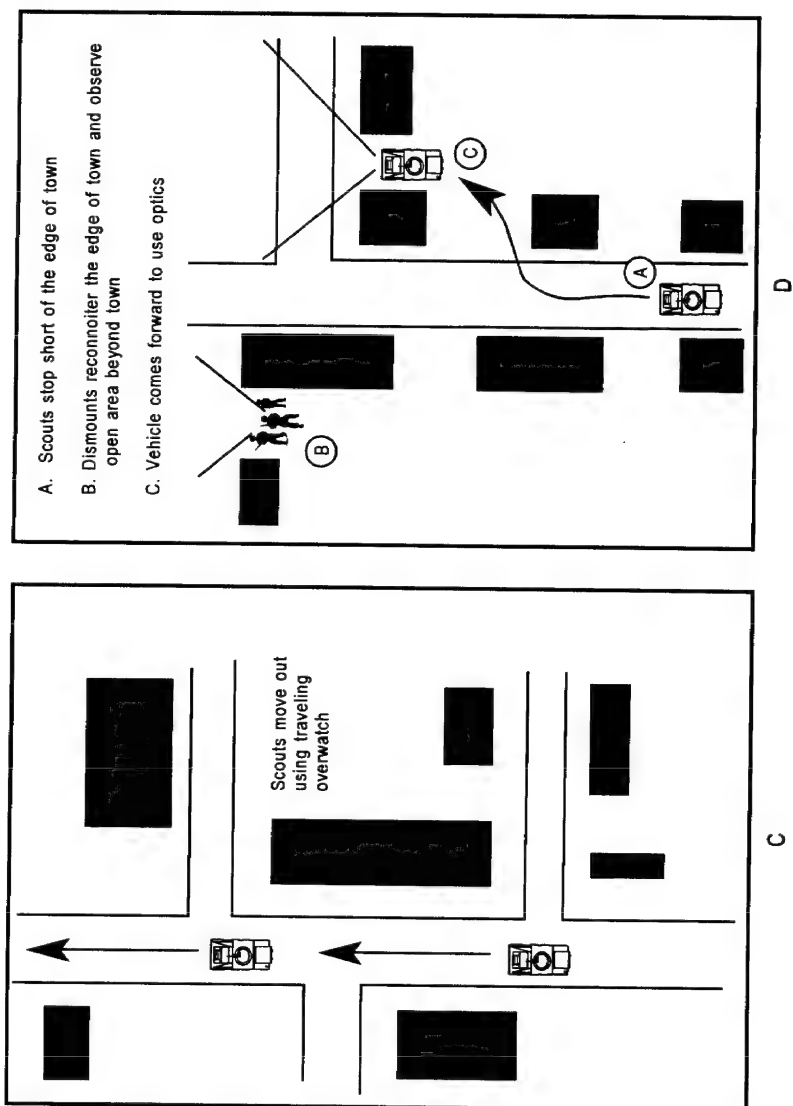


Figure 3-25. Moving through built-up areas (continued).

LATERAL OR BOUNDARY ROUTES

As scouts execute reconnaissance and security missions, they will encounter routes or mobility corridors that provide access into the area between the scouts and the friendly elements to their rear. These lateral corridors pose a security threat to both the scouts and other friendly elements. It is critical that the scouts maintain continuous surveillance of these mobility corridors to provide security against enemy forces that move into the sector after the scout platoon has moved on. This is especially critical when moving through an enemy security area where enemy forces are likely to move in response to friendly activity, when expecting a moving enemy force, or in a meeting battle situation.

To maintain surveillance, the platoon can use outposting to maximize the reconnaissance effort forward. This security technique involves the use of short-duration OPs consisting of two soldiers with equipment. A scout team should deploy an outpost when it is at risk of losing observation on a possible enemy approach route that no other team can cover. Once deployed, the outpost maintains surveillance of the avenue of approach until the rest of the scout team returns. In doing so, the outpost provides security through early warning of enemy activity that the mounted team would not have detected. (See [Figure 3-26](#), page 3-34.)

Section VI. TARGET ACQUISITION

The target acquisition process is a series of progressive and interrelated steps by which a crew or squad acquires targets on the battlefield. It is a continuing requirement for all crew or squad members, whether conducting reconnaissance or security missions, moving or stationary, mounted or dismounted. There are six steps in the target acquisition process: crew or squad search; detection; location; identification; classification; and confirmation.

SEARCH

Crew or squad search (observation) is the act of carefully observing or watching the area of operations. Crewmembers use the unaided eye and vehicle optics to search or scan the predetermined sector to acquire (detect, locate, and identify) targets. Sectors will be assigned to crewmembers based on the scout team organization and scout platform being used (see [Figure 3-27](#), page 3-35). Sectors must also be adjusted when the vehicle buttons up. Sectors of observation are best assigned in a unit SOP and then adjusted to mission requirements.

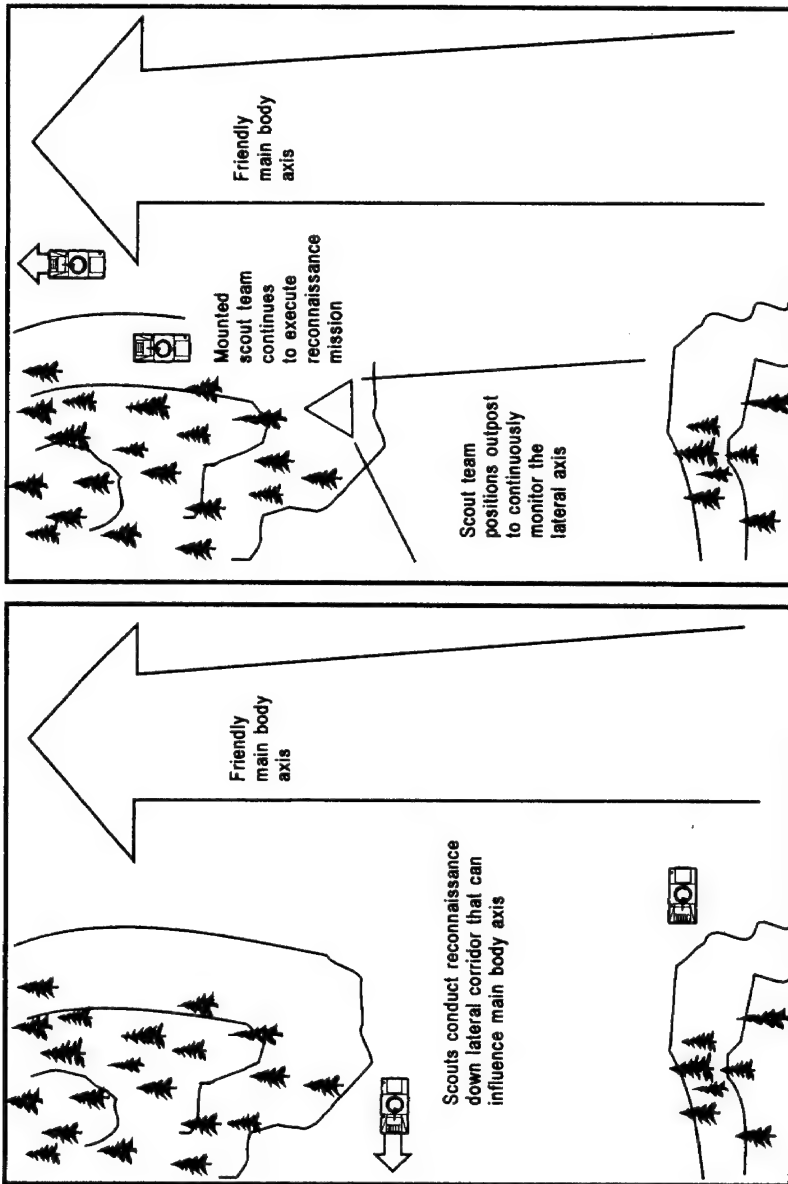


Figure 3-26. Outposting a lateral route.

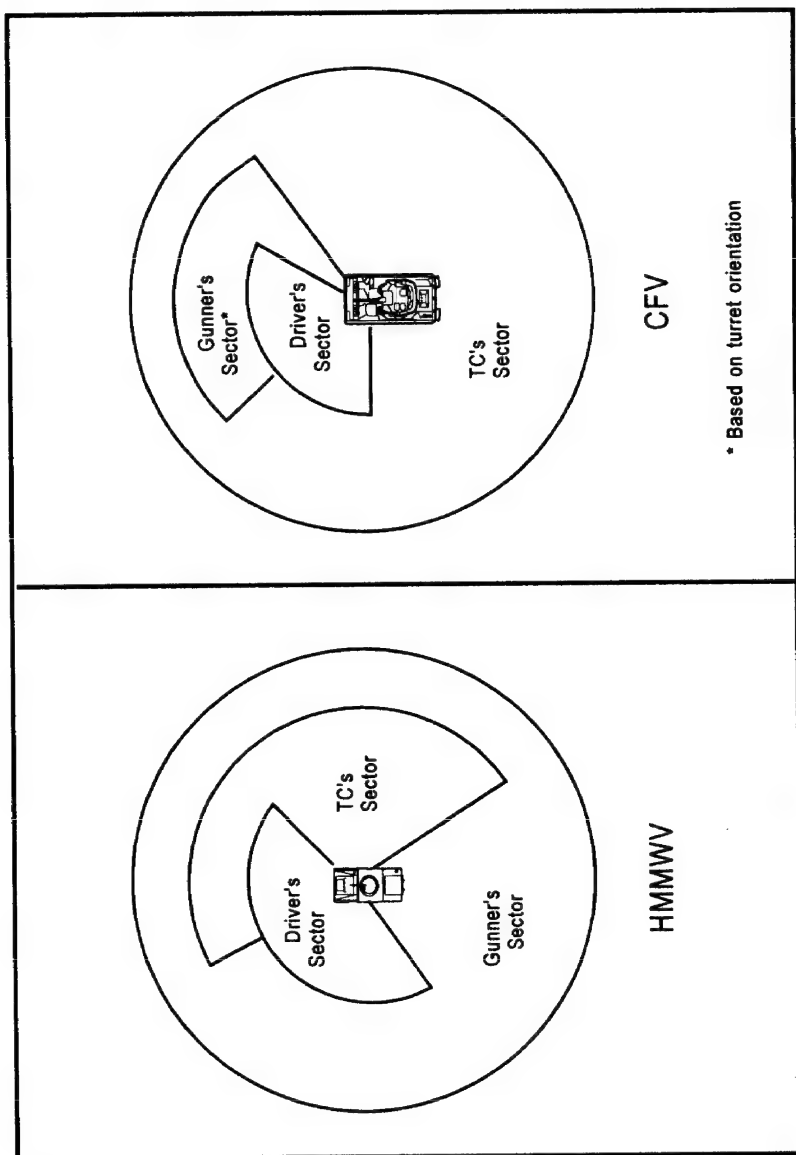


Figure 3-27. Example of assigned crew sectors of observation.

Ground Search Techniques

Crewmembers scan their areas of observation at all times to detect targets or possible target locations. There are three ground search techniques that enable crewmembers to quickly locate targets: rapid scan, slow (50-meter) scan, and detailed search. These techniques may be used by all crewmembers, using the unaided eye, binoculars, or vehicle optics, in either clear or limited visibility conditions.

Rapid scan. The rapid scan method is used to quickly detect obvious signs of enemy activity (see [Figure 3-28](#)). It is usually the first method used, whether scouts are stationary or moving. The vehicle commander may use binoculars or the unaided eye; the gunner may use the gunner's primary sight, binoculars, or the unaided eye; all other crewmembers will use the unaided eye. Use the following steps in the rapid scan:

- Start in the center of the sector and rapidly scan from the nearest to the farthest visible point.
- Then orient left or right and conduct a rapid scan, near to far. This sweep must overlap the center area of the previously scanned sector.
- Once one side of the center is scanned completely, scan the other side in the same manner.

Slow (50-meter) scan. If no obvious targets are identified in the rapid scan, crewmembers will conduct a more deliberate scan of the terrain using their optics or binoculars (see [Figure 3-29](#), page 3-38). The slow scanning method is best used by the vehicle commander or gunner from a hull-down position or during a short halt. Use the following steps in the slow scan:

- Pausing at short intervals to give the eyes time to focus, search a strip of the target area 50 meters deep from right to left.
- Then search a strip farther out from left to right, overlapping the first area scanned.
- Continue this method of scanning until the entire target area has been searched.
- When a suspicious area or possible target signature is detected, stop and search the immediate area thoroughly using the detailed search technique.

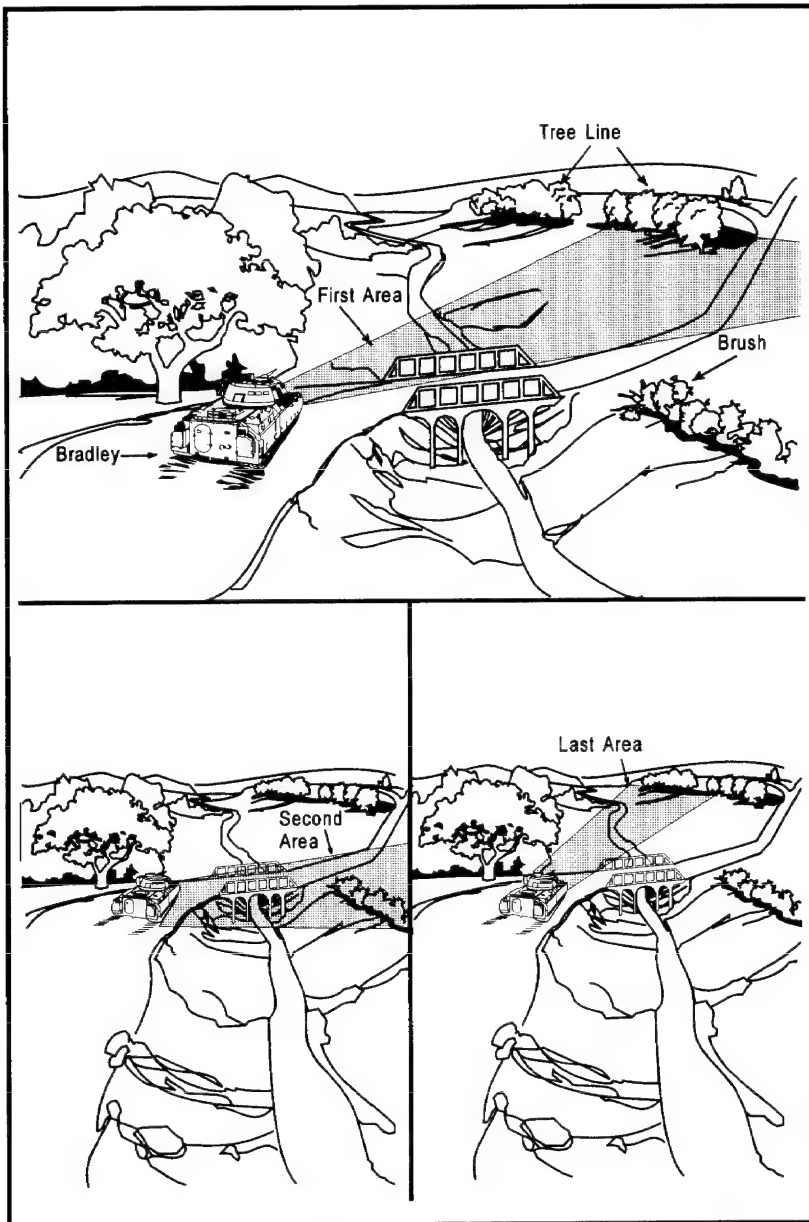


Figure 3-28. Rapid scan.

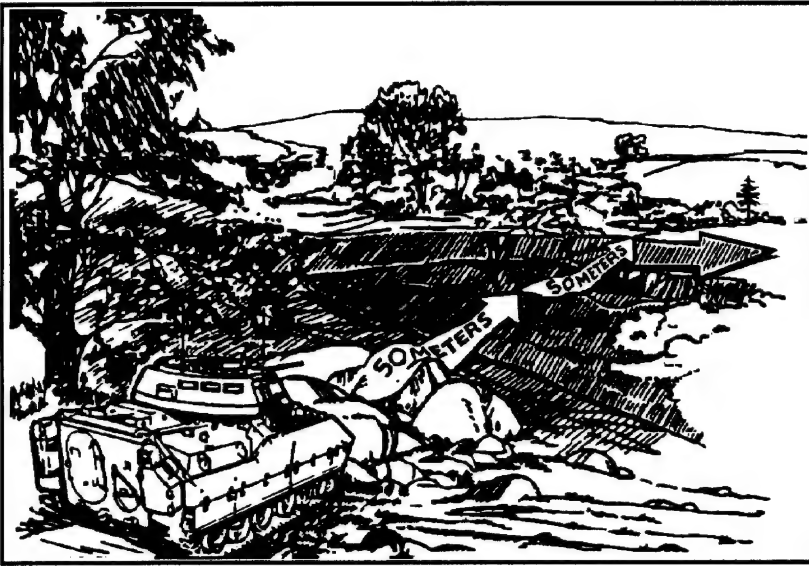


Figure 3-29. Slow (50-meter) scan.

Detailed search. If no targets are found using the rapid or slow scan technique and time permits, crews should use their optics (day and night) to make a careful, deliberate search of specific areas in their assigned area (see [Figure 3-30](#)). This method is also used to search, in detail, small areas or locations with likely or suspected avenues of approach. Use the following steps in the detailed search:

- Concentrate on one specific area or location and study that area intensely.
- Look for direct or indirect target signatures by scanning in a clockwise direction around the focal point (terrain feature) of the area. Some examples of signatures to look for include the following:
 - Dust created by movement of vehicles.
 - Diesel smoke or exhaust.
 - Track or tire marks.

- Reflections or flashes from glass or metal.
- Angular objects that do not conform to the surrounding area.
- Vegetation that appears out of place.
- Flash or smoke from a weapon or missile.
- Entrenchments or earthworks.

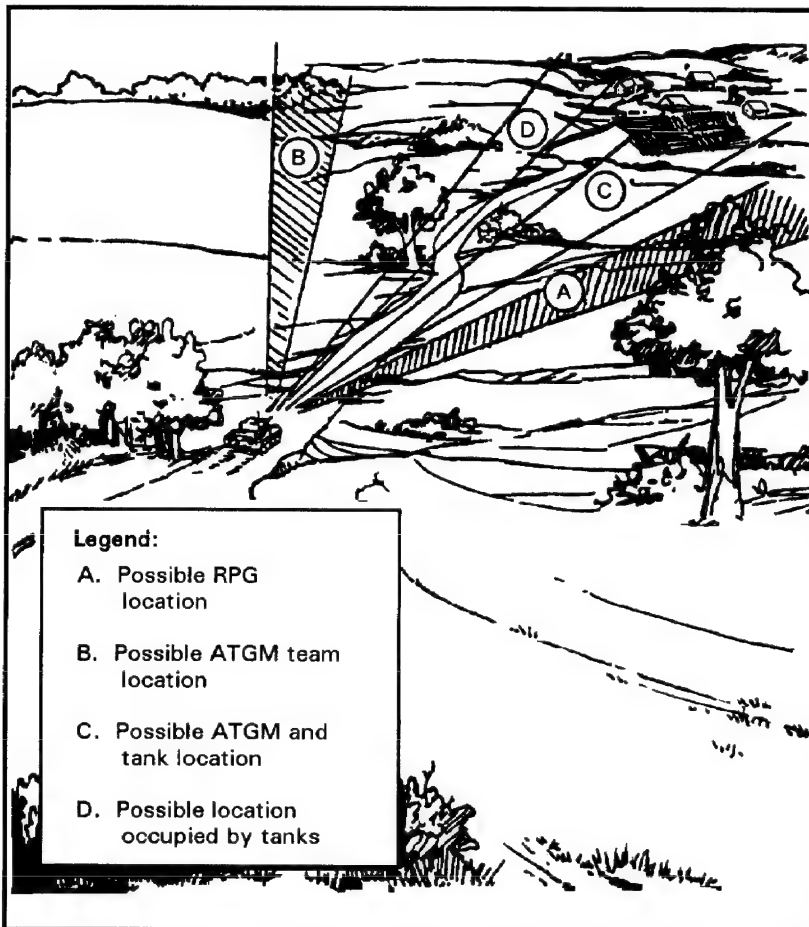


Figure 3-30. Detailed search.

Off-Center Vision Method

Day and night scanning techniques (rapid, slow, and detailed) are similar with one exception. At night, using daylight optics or the unaided eye, do not look directly at an object, but a few degrees off to the side of the target object. When scanning with off-center vision, move the eyes in short, abrupt, irregular movements. At each likely target area, pause a few seconds to attempt to detect a target or any movement. If an object is detected as a possible target, use off-center vision to observe it. While observing the object, frequent eye movement is necessary to prevent object fade-out. Cupping the hands around the eyes will also increase night vision.

Air Search Techniques

There are two methods to detect aerial targets quickly: flat terrain scan and hilly terrain techniques (see [Figure 3-31](#)). Both methods are based on the slow (50-meter) scanning technique, with the following adjustments:

- In flat terrain, crewmembers search the horizon by moving their eyes in short movements from object to object. More detail is registered this way than with a continuous scan of the horizon. Crewmembers should always search near to far for possible targets.
- In hilly terrain, crewmembers search the sky just below the horizon and move upward. They use prominent terrain features as points of reference to ensure overlapping areas of search, scanning far to near, low to high.

Crew Search Tips

The following considerations and suggestions can help scouts make more effective use of target search techniques:

- Optical devices can acquire targets at ranges greater than are possible with the unaided eye. These devices include binoculars, night-vision goggles, starlight scopes, and vehicle-mounted optics systems.
- Initial scanning is always done with the unaided eye first, then with an appropriate optical system (such as binoculars or sights).

- Target search is continuous. Any possible target missed on the first or second scan maybe seen on the third or fourth scan.
- The entire crew must look for likely targets, using proper scanning techniques within their assigned sectors of observation.
- While on the move, the gunner should use the rapid scan technique, constantly scanning his sector limits from his right to his left.
- Targets on the edge of the peripheral field of view are harder to locate.
- Operations under NBC conditions limit the crew's ability to acquire and locate targets. The crew's field of vision is greatly narrowed while wearing the protective mask. Continuous scanning is a must.
- Concentrate the search in areas where targets are most likely to appear, such as identified avenues of approach, woodlines, and reverse slope firing positions.
- Do not neglect to scan 360 degrees. Targets that are impossible to spot from the front are often visible from the flank or rear.

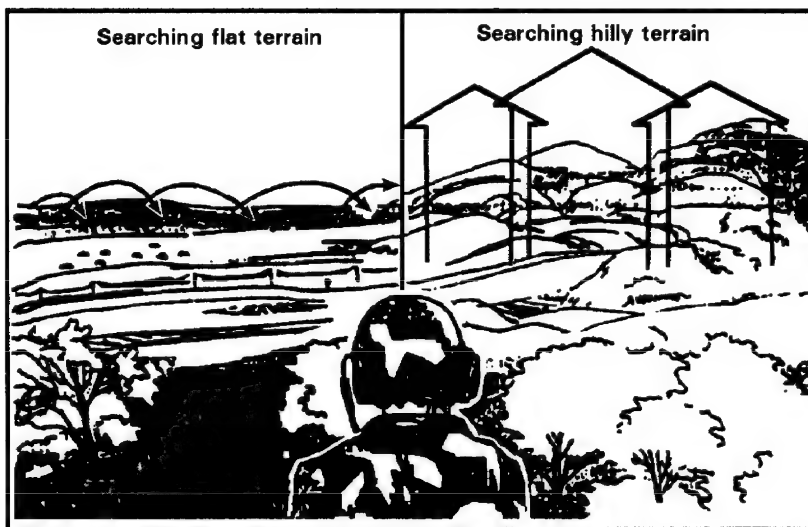


Figure 3-31. Air search techniques.

TARGET DETECTION

Target detection is the discovery of any target, including personnel, vehicles, equipment, or objects of potential military significance on the battlefield. Target detection occurs during the crew search as a direct result of observation. Detection may initially be by some other means, such as sound, smell, or radar, that ultimately results in visual observation.

TARGET LOCATION

Target location is the establishment or determination of where a potential target is on the battlefield. It occurs as a result of observation and detection during the search.

TARGET IDENTIFICATION

This is recognition of a particular target (such as personnel or a specific vehicle by type). As a minimum, identification must determine if the potential target is friendly or enemy (identify friend, foe, or neutral). Squads must know what to engage and what not to engage. Positive vehicle identification can be made only through visual means. As engagement ranges increase, camouflage techniques improve, and battlefield obscuration increases, the effectiveness of visual identification greatly diminishes. Being able to identify targets as quickly as possible after they are detected will give a scout the advantage in developing the situation.

TARGET CLASSIFICATION

To determine an appropriate method of dealing with an enemy target, the scout must evaluate the danger it represents. Correct classification is a key to avoiding fratricide. It requires making quick decisions as targets are observed and occurs virtually simultaneously with identification. It is as dependent on situational awareness as it is on recognizing vehicle types. This is particularly true in coalition warfare where allies and enemies maybe operating the same types of vehicles.

TARGET CONFIRMATION

Target conflation is the rapid verification of the initial identification and classification of the target. It is the final step in the target acquisition process.

TARGET ACQUISITION AND ACTIONS ON CONTACT

These are interrelated, mutually supporting processes. When a scout detects an enemy force or a signature indicating the possible presence of an enemy force, he must quickly complete the steps of both processes simultaneously. For example, the scout cannot send an accurate spot report, which is a subtask of actions on contact, unless he has located the target, a subtask of target acquisition. Figure 3-32 shows the relationship between target acquisition and actions on contact.

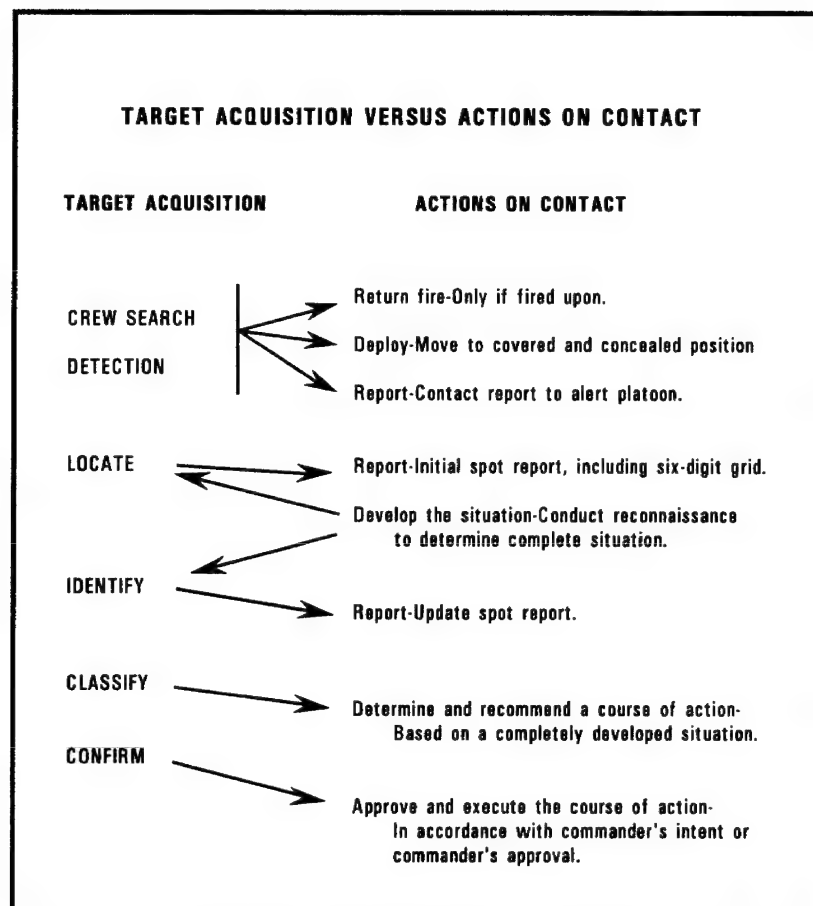


Figure 3-32. Relationship of target acquisition and actions on contact.

Section VII. ACTIONS ON CONTACT

When scouts encounter enemy forces during a reconnaissance or security mission, they must quickly execute actions on contact. Whether they remain undetected or are identified by the enemy, the scouts must first take measures to protect themselves, find out what they are up against, and then decide on a course of action. To properly execute actions on contact, the scout team and platoon must apply the fundamentals of reconnaissance and follow these guidelines:

- Remain focused on the reconnaissance objective.
- Report quickly and accurately.
- Maintain contact with the enemy.
- Retain the freedom to maneuver.
- Develop the situation rapidly.

THE FOUR STEPS OF ACTIONS ON CONTACT

The commander should specify actions on contact to the scout platoon. These specific instructions should include engagement criteria and the desired course of action, based on the size and activity of the enemy force encountered. By knowing these details ahead of time, the scout can develop the situation more rapidly and arrive at and execute the desired course of action.

The platoon should strive to make contact with the smallest possible element: the dismounted scout. Visual contact, in which the enemy is observed but the scout remains undetected, is the goal. This allows the platoon the greatest flexibility to maneuver and develop the situation. The four steps that makeup actions on contact must be thoroughly trained and rehearsed so that whenever a team or a squad encounters enemy forces, the platoon can react instinctively as a team. The steps are designed so that the scout can accomplish his mission in accordance with reconnaissance fundamentals.

Deploy and Report

When a scout makes contact with the enemy, he reacts according to the circumstances of the contact. There are five general categories of initial contact: visual contact (friendly elements not observed); physical contact with a superior or unknown enemy; physical contact with an inferior enemy; contact with aircraft; and contact with indirect fire.

The scout squad or team that gains initial visual contact with the enemy deploys to covered terrain that affords good observation and fields of fire. If the scouts receive fire from the enemy, they return fire. The scout in contact sends a contact report (see FKSM 17-98-3) to the platoon leader and follows as soon as possible with a spot report using the SALUTE format. If the scout in contact is unable to report or cannot report quickly, another squad in the team must report. The scouts not in contact temporarily halt in covered terrain, monitor this report, and plot the situation on their maps. Once they determine that they cannot be influenced by the enemy in contact, they continue their mission with the platoon leader's approval. The platoon leader or PSG relays the contact report to the commander, followed as soon as possible by the spot report and updates.

Develop the Situation

Next the scouts concentrate on defining what they are up against. If they have not sent a spot report to this point, they initially focus on getting enough information to send one. If they have not been detected by the enemy and time is available, the scouts reconnoiter the enemy position, emphasizing stealth and dismounted reconnaissance. If the enemy is aware of their presence, the scouts use a combination of mounted and dismounted reconnaissance, as well as reconnaissance by fire. Dismounted reconnaissance will be conducted to get detailed information on enemy dispositions. Mounted reconnaissance will be used to move additional assets into the area to support the scout platoon element in contact. Indirect and direct fires are used to suppress the enemy while scouts maneuver to get information. The scouts attempt to confirm or determine in detail enemy size, composition, activity, orientation, and weapon system locations. They search for AT ditches, minefield, wire, or other obstacles that could force friendly forces into a fire sack. Scouts find the flanks of the enemy position and look for other enemy elements that could provide mutual support to the position. Once the scouts determine what they are up against, they update their spot report.

Choose a Course of Action

Once the team has developed the situation and the platoon leader has enough information to make a decision, he selects a course of action that is within the capabilities of the platoon, that allows the scouts to continue the reconnaissance as quickly as possible, and that meets the commander's concept of the operation. He considers various possible courses of action, including the five discussed in the following paragraphs.

Break contact and bypass. This course of action maybe selected when the scout platoon does not have the resources to leave an element in contact and still

continue to accomplish its priority reconnaissance tasks. It may also be selected when the platoon has made contact with an enemy force that cannot adversely affect the mission of the scouts' higher headquarters. Because breaking contact is a violation of reconnaissance fundamentals, the scout must be sure that his higher headquarters is informed of and approves this course of action.

Maintain contact and bypass. This course of action is appropriate when an enemy force, based on its current disposition, is not in a position to influence the scout's higher commander. An element (normally a squad or team) will be left to maintain contact while the rest of the platoon continues the reconnaissance mission. The element that remains in contact will maintain visual contact with the enemy and report if the enemy situation changes. The platoon must keep scouts in contact with the enemy unless specifically authorized to do otherwise.

Maintain contact to support a hasty attack. This course of action is appropriate when the scouts discover enemy elements which the higher commander wants to destroy, but which the scouts cannot destroy, either because they do not have the combat power or because they have other tasks to perform. In this situation, the scouts maintain contact and continue to develop the situation, focusing on supporting the hasty attack by a friendly unit. The scouts conduct additional reconnaissance and monitor any changes in the enemy situation. They focus on requirements for a successful friendly attack:

- Locating covered and concealed movement routes for friendly attacking units.
- Locating attack positions.
- Establishing a contact point to link up with, brief, and guide the friendly unit as necessary.
- Designating an LD to use as a handoff line to the attacking unit.
- Preparing and coordinating fire support for the friendly attack.
- Locating and preparing to occupy base of fire positions, if required.

Because a team is left to execute this course of action, the platoon continues onto accomplish its other reconnaissance tasks. It is therefore essential that the squad or team in contact understand what needs to be accomplished, who will be executing the attack, and when the friendly unit anticipates being in position to receive handoff of the enemy. As the unit responsible for the attack moves

into position, the scouts in contact may come under the operational control of the attacking unit to ease command, control, and coordination.

Conduct a hasty attack. In most cases, the scouts cannot, or should not, mass their combat power to defeat an enemy force. If the scouts concentrate, they risk losing the capability to complete their mission and jeopardize their ability to conduct subsequent missions. If the scouts are permitted to attack an enemy, they should only attack lightly armored or unarmored reconnaissance vehicles, such as motorcycles or Soviet-style BRDMs and BTRs. Attacking more heavily armored vehicles should be avoided except in self-defense.

Establish a hasty defense. The platoon will establish a hasty defense if it cannot bypass the enemy, all the teams are fixed or suppressed, and the platoon no longer has the ability to move forward. A hasty defense will also be used when enemy executes a hasty attack. The platoon maintains contact or fixes the enemy in place until additional combat power arrives or the platoon is ordered to move. If the scout platoon is required to conduct a hasty defense, the commander then becomes responsible for continuing to develop the situation.

Recommend/Execute a Course of Action

The platoon leader updates his spot report to the commander with any new information, and he recommends a course of action to the commander. The commander approves or disapproves the recommended course of action based on how it will affect the parent unit's mission. If the commander and the S2 have anticipated the enemy situation the scout platoon is reporting, they will have addressed the contingency in the OPORD and given guidance to their subordinates on what course of action the scout platoon should execute. In such a case, the scout platoon leader evaluates the situation, chooses a course of action consistent with his higher commander's intent or concept, and executes it. He keeps the commander informed as to what he is doing as he executes.

EXAMPLES OF ACTIONS ON CONTACT

The following examples illustrate actions on contact in a variety of tactical situations. They are organized using the four-step process.

Actions on Contact With an Unknown or Superior Force

Figure 3-33 illustrates this situation.

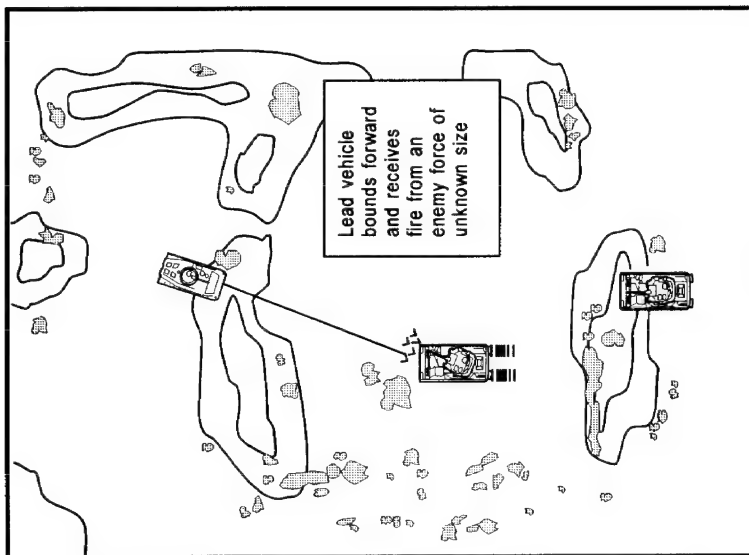
Deploy and report. The scouts make contact as the lead scout vehicle is engaged (see Figure 3-33A, page 3-49). The lead scout and the overwatch see

the signature of the enemy weapon system; since they do not have a clear idea of the size of the enemy, they react as if it were a superior force. Simultaneously, the lead scout returns fire, sends a contact report, pops smoke grenades, and moves to the nearest hide position. The overwatch vehicle also engages the source of enemy fire and monitors to ensure the contact report is sent (see Figure 3-33B). As soon as the lead vehicle is in a covered and concealed position, the overwatch vehicle moves to an alternate firing position and occupies a hide position.

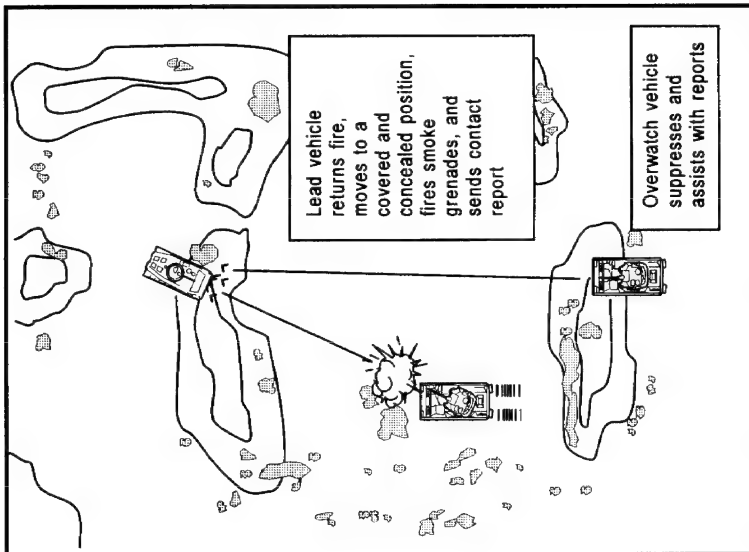
As soon as they are in cover and concealment, both vehicles dismount elements, who quickly establish a hasty OP to regain or maintain contact with the source of enemy fire (see Figure 3-33C page 3-50). The scout leader follows upon the contact report with an initial spot report. This initial report may not be very detailed, but it will include a description of what happened and the approximate location of the enemy.

Develop the situation. Once the scout team is set in cover and concealment and has submitted its initial reports, the team must develop the situation. The objective is to determine exactly what the enemy situation is by dismounted reconnaissance. This can best be done by getting to the enemy's flank or rear. The team leader organizes a hasty reconnaissance patrol that will attempt to move to the flank or rear of the enemy and observe the enemy position. Simultaneously, the team maintains at least one hasty OP in contact with the enemy. As the dismounted team maneuvers, it is supported by direct fire from the scout vehicles, by indirect fire called for by the OP, or by both (see Figure 3-33D, page 3-50). These fires serve to suppress the enemy, reducing his ability to observe the scouts; they also fix his attention on the last known location of the mounted element.

In the course of attempting to develop the situation, the team may determine that it is unable to determine the exact enemy situation for a number of possible reasons: suppressive fires by the enemy; obstacles; combat losses; or the size and extent of the enemy position (see Figure 3-33E, page 3-51). This information is sent to the platoon leader as soon as possible in the form of updates to the original spot report. If this occurs, the platoon leader must decide whether to commit additional platoon assets to the contact to develop it further or to adopt a course of action based on the information he has discovered to that point. If the platoon leader determines he needs more information, he must commit additional assets (scout teams) to develop the situation further (see Figure 3-33F, page 3-51).



A



B

Figure 3-33. Actions on contact with an unknown or superior force.

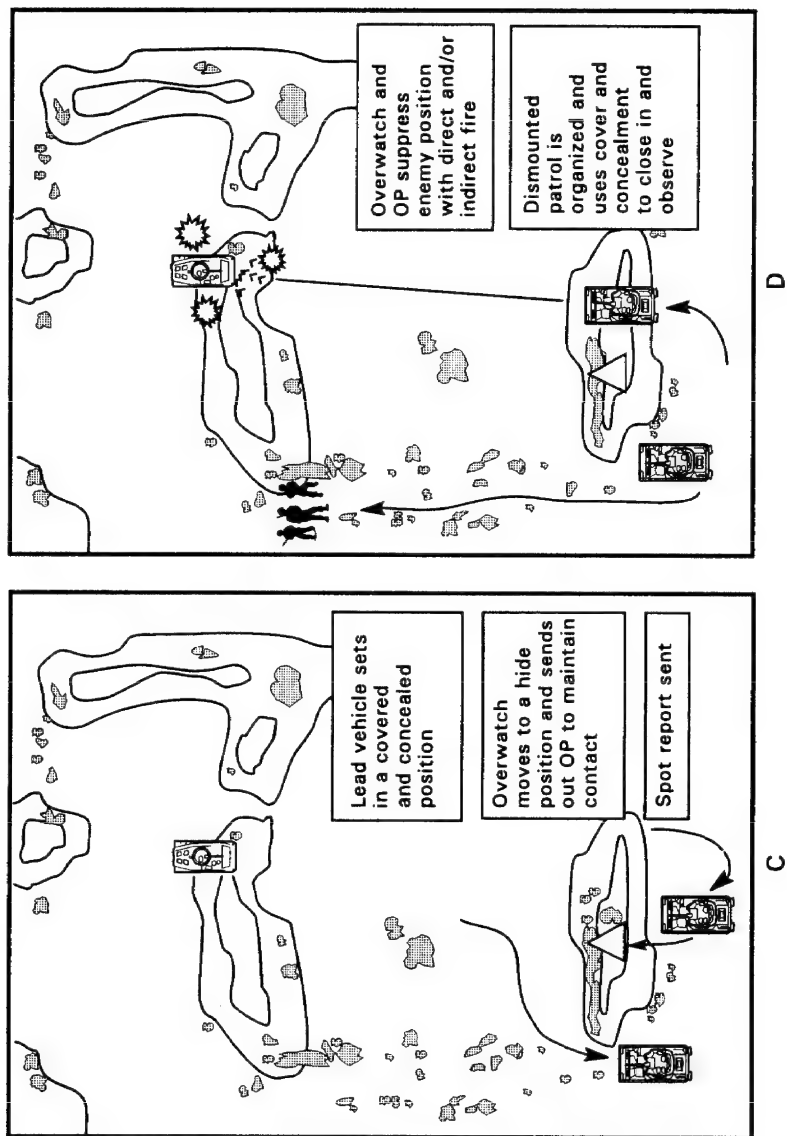


Figure 3-33. Actions on contact with an unknown or superior force (continued).

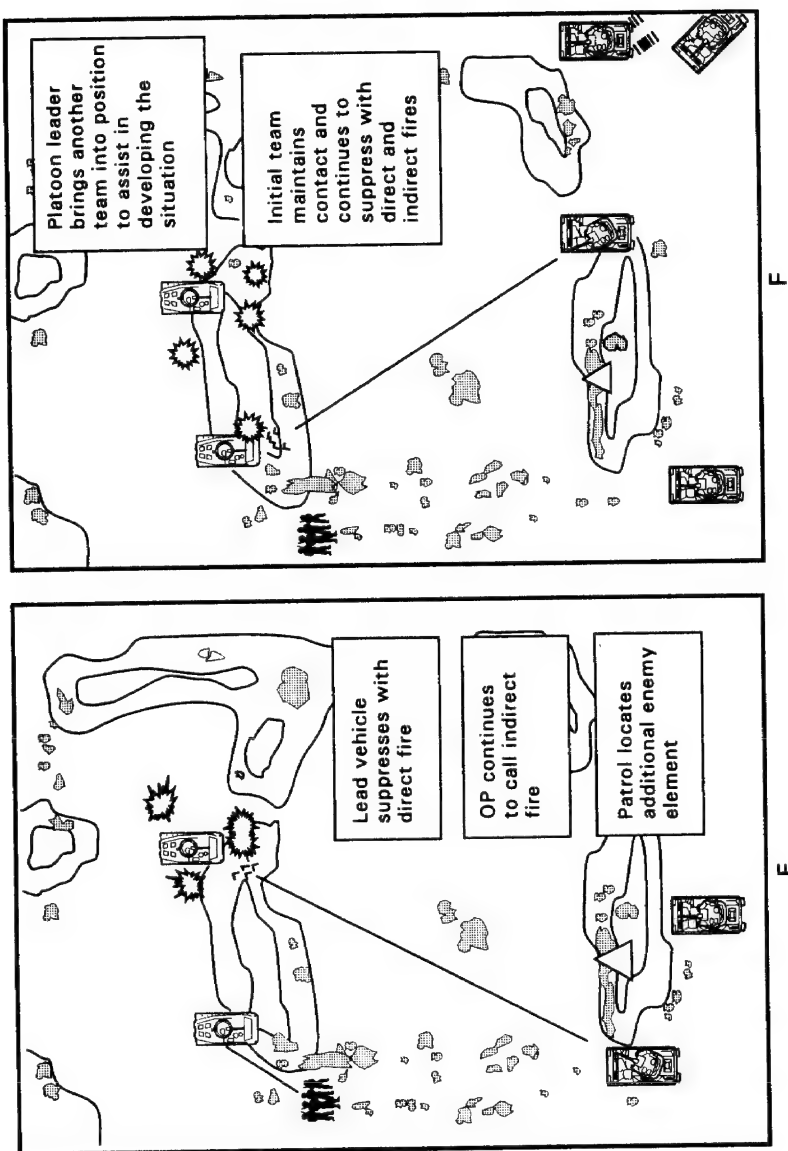


Figure 3-33. Actions on contact with an unknown or superior force (continued).

The earlier in the contact that the platoon leader can make this decision the better, but he must not commit unneeded resources to an action that will detract from other reconnaissance tasks. The platoon leader then gives orders to other teams not in contact to move to specific locations and assist in developing the situation.

As more than one team becomes involved in the situation, the platoon leader or PSG (whoever is in the best location to do so) takes control of coordinating their efforts. The second team moves mounted to a designated dismount point and organizes a dismounted patrol to develop the situation from a new direction (see [Figure 3-33G](#)). As this patrol discovers the enemy and adds additional information to the platoon leader's picture, the platoon leader may determine he has sufficient information to choose and execute a course of action or to make a recommendation to his commander.

Choose a course of action. Based on the available information and his commander's intent and guidance, the platoon leader determines to leave one team in contact to support a hasty attack by a supporting tank platoon. His other teams continue their reconnaissance mission (see [Figure 3-33H](#)).

Recommend/execute a course of action. In this example, because the commander had specifically addressed the contingency the scout platoon has developed, the platoon leader neither makes a recommendation to his commander nor asks his permission to execute the course of action. Instead, the platoon leader immediately issues orders to his teams and contacts the tank platoon leader to initiate coordination for handover of the enemy and support of the tank platoon's hasty attack. He keeps the commander informed of his actions.

Actions On Contact With An Inferior Force

[Figure 3-34](#) illustrates this situation.

Deploy and report. The lead scout identifies an enemy element, which consists of one reconnaissance vehicle (see [Figure 3-34A](#), page 3-54). In the commander's order, he was tasked to destroy all wheeled reconnaissance patrols. He sends a contact report and quickly engages and destroys the enemy vehicle (see [Figure 3-34B](#), page 3-54). After the engagement is complete, the scout sends an initial spot report.

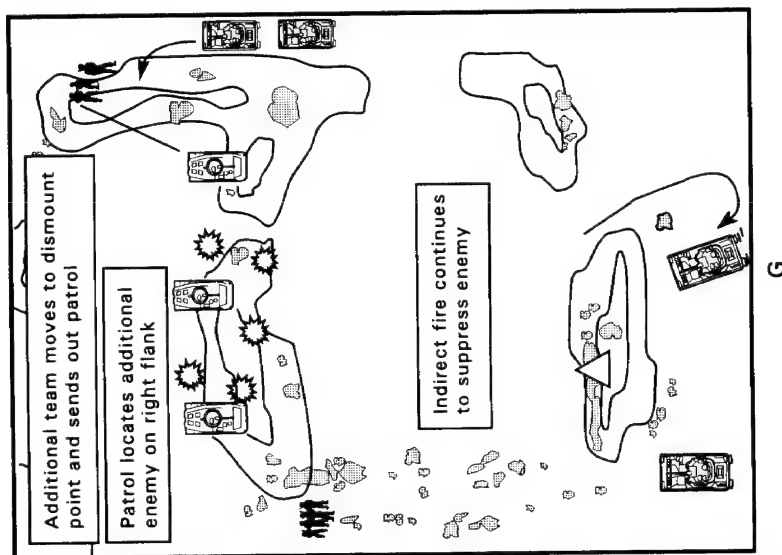
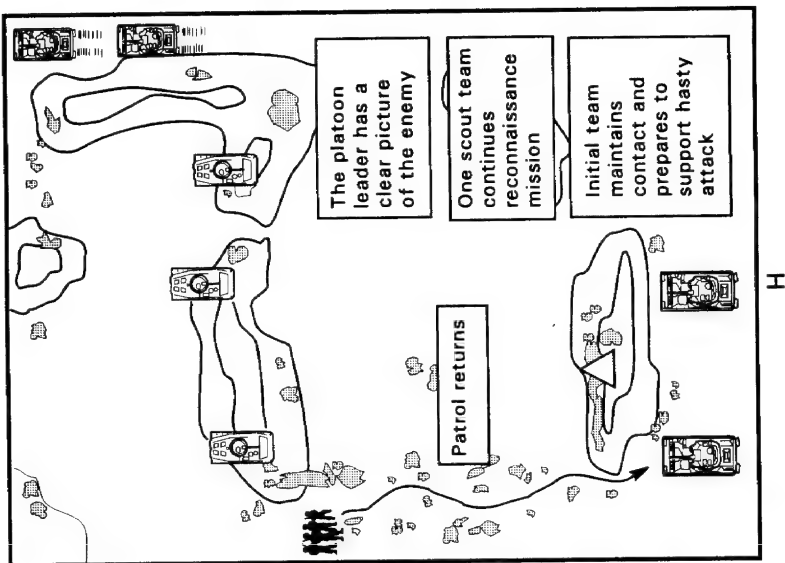


Figure 3-33. Actions on contact with an unknown or superior force (continued).

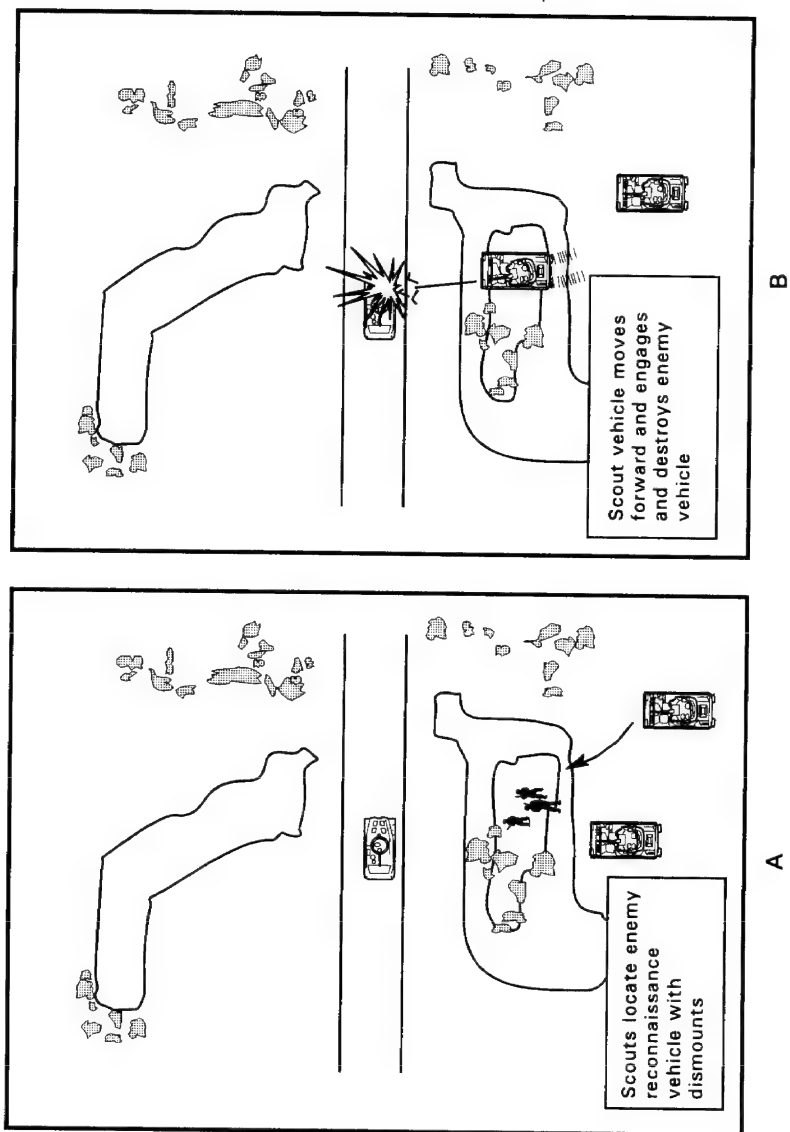


Figure 3-34. Actions on contact with an inferior force .

Develop the situation. The lead vehicle and the overwatch both occupy positions overmatching the destroyed vehicle. They observe for any other sign of enemy activity or any enemy response to the destruction of the vehicle. The lead vehicle then bounds past the destroyed vehicle and establishes far-side security (see [Figure 3-34C](#), page 3-56). Once far-side security is established, a dismounted element moves to the destroyed vehicle and conducts a thorough search for items of intelligence value, prisoners, and any other information that can be gained from a close examination of the enemy (see [Figure 3-34D](#), page 3-56). Once this is complete, an updated report is sent to higher headquarters.

Choose a course of action. When engagement is complete and the enemy is destroyed, the course of action is obvious: the team will continue its mission.

Recommend/execute a course of action. Since the destruction of the enemy is in accordance with the commander's order, the scout simply informs higher headquarters that he is continuing the mission.

Actions on Visual Contact (Undetected Contact)

[Figure 3-35](#) illustrates this situation.

Deploy and report. The scout team makes contact when its dismounted element identifies enemy elements (see [Figure 3-35A](#), page 3-57). A contact report is immediately sent indicating visual contact. This informs higher headquarters that the scouts are not being engaged. This report is quickly followed by an initial spot report.

Develop the situation. Based on the initial spot report of the scout team, the platoon leader determines that he has located his primary reconnaissance objective; he orders additional teams to maneuver into the area. The other scout teams move to dismount points, set their vehicles in hide positions, and send dismounted patrols from different directions into the area of contact (see [Figure 3-35B](#), page 3-57). The teams move to multiple vantage points using dismounted reconnaissance techniques, with the emphasis on avoiding detection. The teams send in spot reports with new information as it is determined. The platoon leader moves his element to a covered and concealed hide position where he has good communication lower and higher. From this position, he establishes local security (hasty OP) and monitors and controls the efforts of his teams.

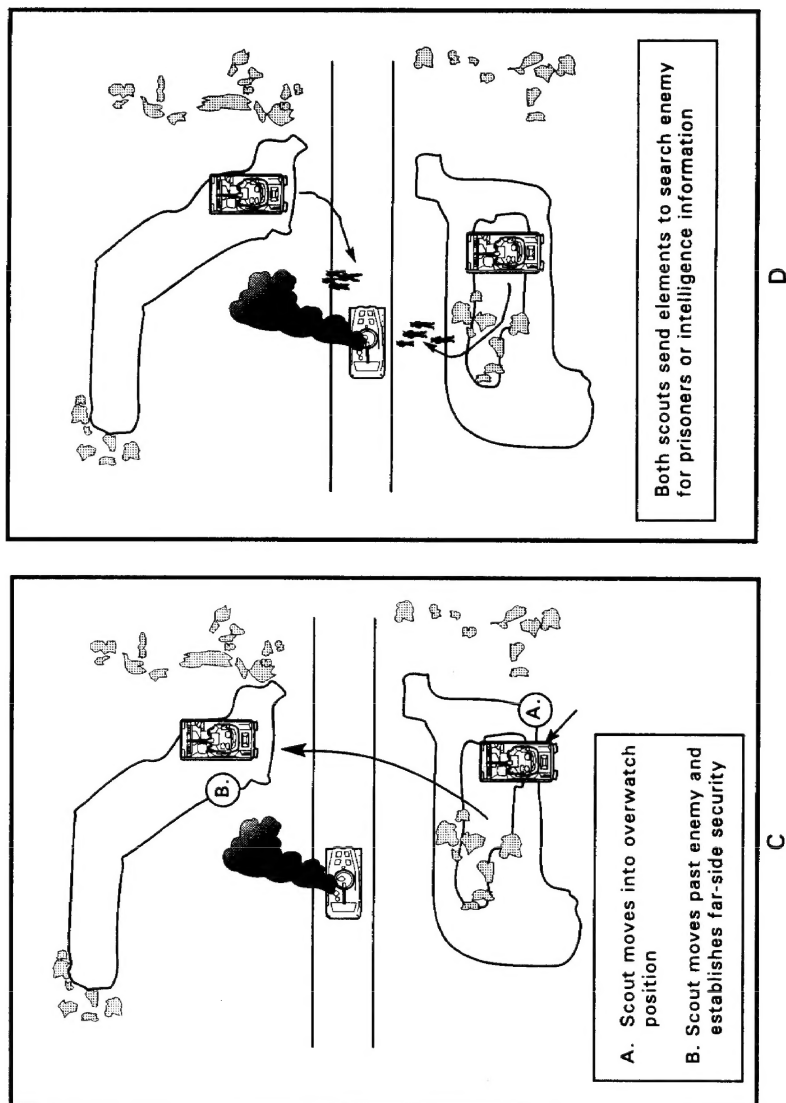


Figure 3-34. Actions on contact with an inferior force (continued).

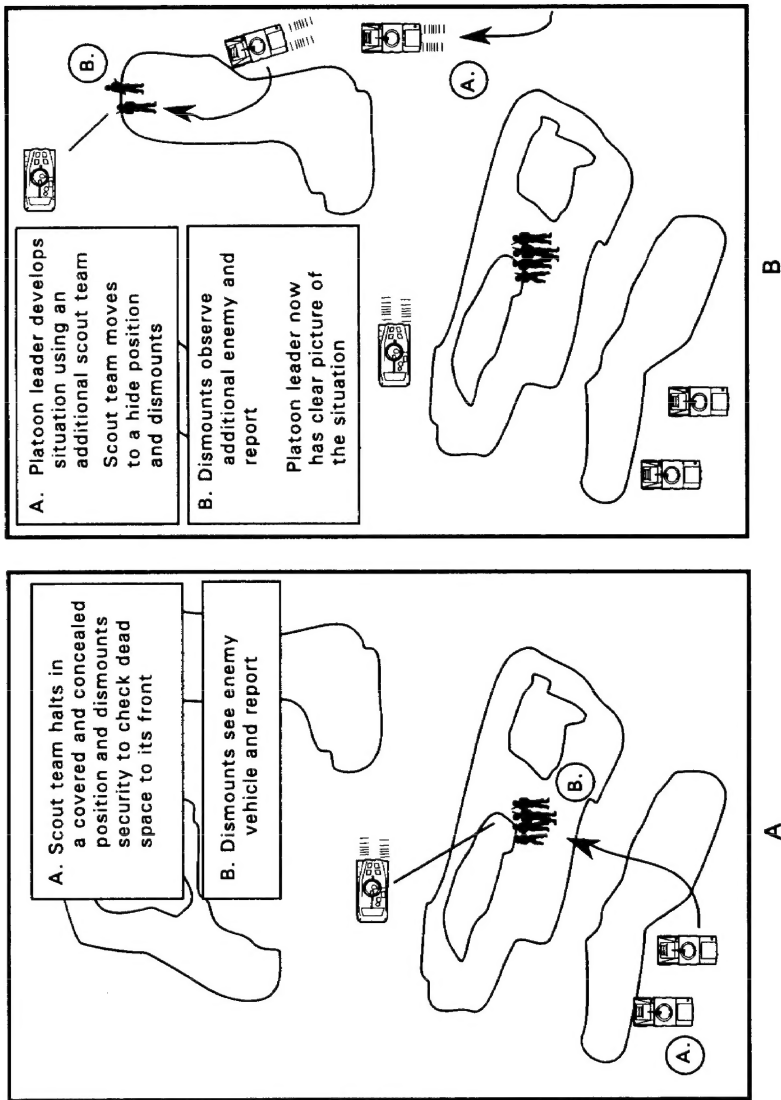


Figure 3-35. Actions on visual contact (undetected contact).

Chooses course of action. When the platoon leader receives sufficient reports to have a clear picture of the situation, he chooses to prepare to support a hasty attack. This choice is made because the platoon leader determines that the force he has located is the objective of his commander; therefore, this course of action is in accordance with his commander's intent.

Recommend/execute a course of action. The platoon leader gives appropriate orders to his subordinates and informs his commander of the enemy situation and his actions.

Other Types of Actions on Contact

Actions on contact are also initiated following contact with indirect fire and contact with enemy aircraft. The scout's actions in these situations are not significantly different from those of other types of maneuver elements.

On contact with indirect fire, the scout immediately buttons up his vehicle, mounts all dismounted personnel, and moves out of the impact area to a hide position. Movement to a hide position must be rapid but controlled. Exact location of the hide position can be redetermined after the element is out of the impact area.

Once in the hide position, the scout tries to determine if the enemy fire was observed; he attempts to locate the observer. He then reports. If appropriate, given his mission objectives, the scout may attempt to destroy the enemy observer. If not, he continues his mission.

When contact is made with enemy aircraft, the scout freezes all movement and adopts a passive air defense posture. If the aircraft have definitely spotted the scout and indicate that they will engage, the scout moves quickly to a hide position while simultaneously engaging the aircraft with all available weapon systems. Once in the hide position, the scout reports. When the aircraft have departed the area, the scout will continue his mission.